

A Frantic February!

ALL YOU NEED TO KNOW ABOUT  
THE AMIGA GAMING WORLD!

# Amiga FORCE

THE RADDEST  
STAR TO HIT  
THE AMIGA?

## COOL SPOT

Spot our  
review  
inside...

HUNKERING  
DOWN  
THE  
SETTLERS  
ARE HERE!

Inside:

ZOOL 2 AND CD REVIEWED ■ ALIEN BREED II TIPS  
MORTAL KOMBAT GUIDE! ■ T2 — ARCADE REVIEW

**Impact**





# JURASSIC PARK



JURASSIC PARK  
GAMEPLAY HELPFILE  
For more information on the game, visit our website at [www.ocean.com/jurassic](http://www.ocean.com/jurassic).  
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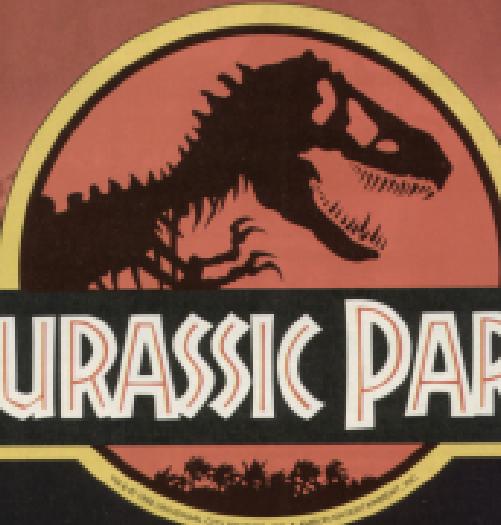
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WHEN THE STREET JUST AINT  
TOUGH ENOUGH...



# JURASSIC PARK

GO PLAY IN  
THE PARK



IF IT'S NOT JURASSIC PARK IT'S EXTINCT

# amiga

## FORCE

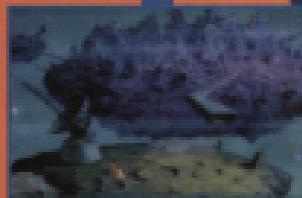
ISSUE 15

FEBRUARY 1994

### Championship MANAGER

Design & Create  
Software  
Published by  
Amiga Power

Italia



### THE SETTLERS

An epic god-simulation from Blue Byte! Into the streets and it's fantastic. We review the breathtaking Settlers.

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## 6 READ ALL ABOUT IT

All the latest news, including vital information on Intel's Championship Manager Italia. Plus the all-important Amiga Top 20.

## JUST AROUND THE CORNER

We take a good hard look at the top forthcoming releases. Check out the shanty-town Robinson's Reception from Simsoft. Also, Alternative Games' Grendel and Gremper and Game Design's Universe...



## FORCE NINE MAIL

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FEBRUARY 1994

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Yet another batch of solutions to the trickiest game on the market. This month we solve yet more problems involving the lovable, loathable Lemmings!

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EDITORIAL 020 8621 6281  
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- AMIGA FORCE, Ludlow, Shropshire SY8 1JN. ■ © 1993 Impact Magazine (UK) Ltd.
- ISSN 0954-7023 ■ Produced by ComputerTalk and Impact Magazine (UK)
- Printed in the UK by WDC ■ Distributed by Comag ■ Sales 011 837 1779



AN IMPACT PUBLICATION  
MARCH 1993

AMIGA FORCE is brought to you by the people who bring you:  
COMPUTER FORCE  
GAMES FORCE  
DATA FORCE

Look out for the next  
AMIGA FORCE - it's a whole  
new world!

# Read all about it!

## NEW SENSATIONS

The New Year celebrations seem to be endless — even though we're heading to the end of the first month of '94, the quality of games ever increases and the CD32's finally being treated seriously by software houses and press alike!

We finally managed to get our hands on *Zool 2*, and, while it doesn't exactly stretch the capabilities of the CD32, it's still a cracking game, with enough modifications and additions to keep you interested! *Liberation*, *Lemmings*/*Overkill* and *Amiga Doctor* are also covered — not quite a full quota of games, but at least the number being released is approaching a respectable figure!

One of the problems with the current crop of software lies with the fact that the majority are ports, albeit occasionally with odd modifications. What we really need are games created with the CD32's safety in mind, therefore forgetting the "frustrations" of one-button joysticks and 16bit power. Of course, this all costs huge amounts of developmental money, which would have to be clawed back at consumer level. Without the user-base, that just isn't going to happen; without ready decent games, the user-base isn't going to expand. Over to *Conversant*, methinks — if it's their mistake, and some heavy development behind some mind-blowing games wouldn't go amiss.

*Sabbers* wins the *Blaze Review* accolade in this issue, having really impressed the *amiga* crew with its in-depth gameplay. Those who found the likes of *PowerRanger* and *Populous* to their liking will revel in this great new game! There's also a new feature from *Infidel*, the team who put together *Championship Manager*, along with *Quake 2*, *Zool 2* and much more!

Finally, it's goodbye from all the Force crew in *Force*. We're off to bigger and better things, leaving *AMIGA FORCE* in the hands of those nice boys in *Ludwing*.

## CUM-AN-A GET IT!

Currently available for a cut-price £14.99, the *Cumana CATA32* 3.5" disk-drive system appears to be the perfect answer for those wanting to end those disk-swapping blues. As drives as second drives are likely to get, the CATA32 is an affordable and robust little unit, perfect for the first-time-buyer (jokes, we sound like an estate agent).



## IN A DAZE

Programmed by Silentsoft, those people behind *Dawn 1* and *2*, *Aeon 10*'s due out in March/April from Lucas and could well be the best of the bunch. A host of features, additions and innovations are promised — select a team from 100 different characters, create magic patterns, become caught up in real-time fights, utilise teams from earlier games, and basically get caught up in what looks like one very absorbing adventure. Look out for a playtest in the next future!

Other *Amiga* goodies on the horizon include a body-management game and *RoboCop's Response*. Check out the preview pages for more information!

## THE A-TEAM

**A**s of the next issue, the editorial control of this fine mag returns to *Ludwing* with Mark Roberts as editor. So it's goodbye to the fat lips Jerry Jones and constant dig at Ian Osborne and hello to a bright and sparkly new magazine. There's *Desert Heat*, *mag* boyz

### Chris Marke Ex-Editor



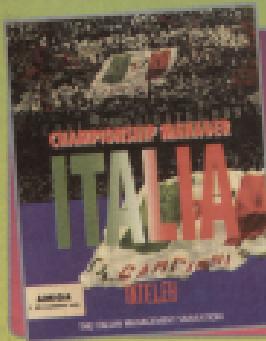
Although he supports *Chelsea*, this man claims to be something of a football traitor. Frosty won't give — or take — football he is not. Chris composed a story even this silver-tongued scribe was staggered by.



### Mark Smith Ex-Managing Editor

The Amiga fanatic among us has a tendency to pick on those who are a bit and bit ugly. Can be found in the early morning at internet. Once compared to his dad,

# THEY ARE THE CHAMPIONS!



**Championship Manager Italia '94** is the latest and deepest grassroots management game from those boys at Eidos. However, unlike *Championship Manager '93*, produced by Electronic Arts, things are going to change with this one, making the game available mainly on Mail-order. It's worth mentioning at this point that Electronic Arts did put a few out on the shelves, but sold 100,000 more.

Remember, it's still in the early stages.

Allow 28 days for delivery (hopefully, it'll get to you a lot quicker).

For those waiting for the next instalment of what's turning out to be a classic series, hang on for something of a wait.

Instead, we're saving the next year to develop and program the sequel to *CAM '93*. Expect one helluva game!



# EVERYTHING YOU EVER WANTED TO KNOW...

If you're having difficulty getting to grips with your brand new A1200, then fear no more, help's at hand through *Amiga's Amiga 1200 User's Guide* — *New Steps*, which takes you through the machine, offering advice on Workbench set-up, configuring the A1200 for different screen displays, details on viewing documentation and pictures in MultiView and other such things.

Retails at £14.99 and available at numerous computer outlets and bookshops.



# M '94

## Hayden 'Stix' Jones Ex-Staff Writer

Ex-SEGA FORCE MEGA man, the maestro of the team finally saw the light and defected to the more intellectual side of life. If only we could now concentrate here that Turnbury United and football soon miss, and ready be come journos. Once compared to Bruce Willis, they share the same hairstyle.



## Marc Powell Ex-Tips boy

Annoyed at the world until our very own tips boy had to get fired the Annoyed at the week spot on the Big Breakfast show, but has got turned away for his nightingales career. Once compared to that fat bloke everybody poked on in Orange Hill, Glastonbury.

## Phil Wakeham Ex-Sub-editor

This old man of the group, who obviously finds slogging the books of this group a strain. Apparently has shown in the local off-shore. Once compared to Oliver Reed.



News!

**C**omputer  
G ame  
news  
for  
their innovative  
and reasonably-  
priced joysticks.

have recently made available the Mouse 120, a highly ergonomic and reasonably-priced joystick, (so go and buy it now!). Mouse 120's come complete with those Avenger and prices at £14.99.

# MOUSE IN THE HOUSE



## DKKaraoke

SUPER HITS VOL 2



making 20 disks available for use on the CD32. There are Super Hits like 'I'm the old cheetah' yet, including the likes of 'I Want the Sunshine', 'It's Only Rock'n'Roll' and 'I'm a Rockin' Man'. It's a wicked clutch of Tom Jones, The Cure, The Clash, plus others, including Hits of the 1980s and Country Hits.

We were lucky enough to sit in on Super Hits Volume 2; then again, maybe it wasn't so lucky after all, since the tips boy is prone to break out into a series of 'Like a Virgin' if's enough to put you off your food!

## NO RESERVATIONS



**L**ife never gets better than no news (not off, as it recently came to our attention that Special Reserve, those mail-order specialists, recently opened a branch new 2000 sq ft shop in Chelmsford).

Gamer, machine, and movie geeks now grace the sleepy Essex town, with opening hours from 11am to 8pm seven days a week. You'll need to become a member to purchase at these special prices, although you can do all that on the spot when you pop along for a visit.

What's most intriguing, though, are the odd looks who decided to dress up and make a day of it. Unfortunately, their chosen attire left much to be desired...



# Top 20

ELISPA CHARTS

PENGUIN

COMPILED BY GALLUP  
SPONSORED BY PENGUIN BISCUITS

Penguin's still at the top of the charts — don't say that we didn't tell you it would be (but we did).

- 1 Preston Elite 2 Minutes
- 2 Premier Manager 8 Gemini Graphics
- 3 Championship Manager 9000 Electronic Arts
- 4 Concert Fodder Virgin
- 5 Monkey Island LucasArts
- 6 Alien Breed 2 Team 17
- 7 Memo Machines Cavelabsoft
- 8 Mortal Kombat Virgin
- 9 Championship Manager 1993 Electronic Arts
- 10 Bloody Bloody Bassault Team 17
- 11 Zool 2 Gemini Graphics
- 12 Sensible Soccer 1993/94 Virgin Interactive Mindspike
- 13 Africa Breed Special Edition 1993 Team 17
- 14 Blister Gaze
- 15 Project X Team 17
- 16 Petty Gaze
- 17 F-1 97A Microprose
- 18 Trivial Pursuit Hit Squad
- 19 Graham Taylor Soccer Challenge Buzz
- 20 Seal Virgin

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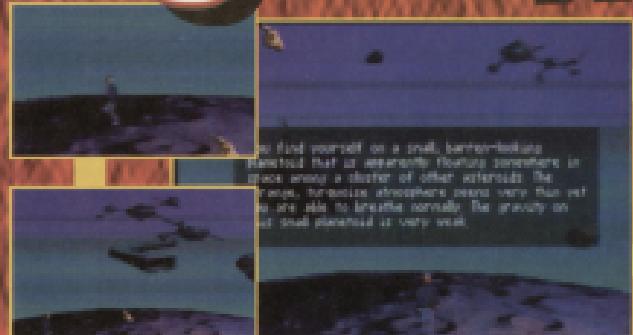
Calls cost 30p per min (incorp. 10p call costs). Max price 10p each (£1.00). Please be sure you have permission to make this call. Where instant Win is indicated there is no telephone and postmaster are declined liability by playing a slotting game. Other competitions close 28/03/94. All competitions involve multiple choice questions. Nintendo, Sega, Amiga, a Raleigh Activator are all registered trademarks of their respective companies. We are neither related to nor endorsed by them. For rules and answers' names please send SAE to: Info Media Services Ltd, PO Box 29, Northampton NN1 5QS.

InfoMedia

# Just Around the Corner

**AMIGA FORCE**  
takes a  
snapshot of  
new releases  
waiting in the  
wings. We focus  
on the sprawling  
**Universe**, while  
also taking in  
**Dennis and**  
**Gnasher** and the futuristic  
survival-sim,  
**Robinson's Requiem**.

More Amiga & Beyond Next Week



## UNIVERSE

### ■ Core Design

**U**niverse is the latest release from Core Design. Universe managed to get our hands on a nifty playable demo of the game, and very good stuff it looks, too!

The game itself is the sequel to Core Design's first adventure role-playing game, Curse of Andromeda. As with its predecessor, Universe's format is very simple: it's basically a point-and-click, icon-driven adventure game, but the big difference between the two is that this time there's added text helping describe events to the player.

The story behind Universe is also very similar to Curse of Andromeda. The scenario involves several alien species plotting an ordinary life, much like any of the guys working here! On second thought, we may be pushing the comparison a bit too far, looking at some of the weird and not so wonderful creatures that inhabit the darker recesses of these offices!

Anyways, this ordinary Joe has been dragged into another dimension by some powerful force or person. It was created when the foot measured with his

curiously accented Uncle's mechanical invention. The name of this creation's the virtual-Dimension-Incubus. By tampering with it, our young hero, called Bono by the way, is transported through time and space, arriving in a strange futuristic parallel.

Your task's guiding Bono through the alien cosmos in his quest to bring about the essential of the cruel Emperor Neanderthal, whose ongoing war with the mysterious Maxxene (Kingpin form the background) for the game.

On his travels, Bono may be either helped or hindered by various alien and non-alien characters. He must please Neanderthal's henchmen who rule and oppress the indigenous populations of this dimension. The only question is — can the poor young lad ever find his way back home to our cozy dimension?

From the looks we've had on the demo, this seems to be a really possible game, with scenes of the great Plasticade. Moving around the world's very simple. All it requires is pointing the cursor to the destination and pressing F10/F11 on the mouse. Bono then moves to the desired spot.

Across the bottom of the screen are icons depicting all the actions Bono can undertake. There are seven icons in the first menu, including Action, Communicate, Lure and Pick-

# Wind Werk!



Up: By selecting one, you access further icons offering the different responses to the first command. For example, Action allows you to jump, kick, attack and use Boris' mind to overpower enemies.

Once you click on one, the cursor returns to the main action screen and you point to the place you want this action to occur. If you want Boris to jump on a passing asteroid, hold it so it reaches him and press the mouse button after selecting the Jump icon. It's all very simple and we found the game extremely addictive, even in its unfinished form.

The game features 3D-rendered animations and animation-style sequences. For the techno-boots among you, Dennis also uses an innovative SPAC 256 colour system, which runs on all Amiga formats, including the A600. It's able to display Universe in a digitised, hand-painted format and then enhance it with 2D-style backgrounds and environments to full effect. So, do we sell our

We do know this animation looks to be top-quality, with Dennis promising even better things to come. Let's hope they aren't hollow promises. Universe is shaping up to be an outstanding game and we can't wait to be disappointed. It's due to release end of the following month and a full review next issue.

# DENNIS AND GNASHER

Previews!

## ■ Alternative

Were you or are you still a reader of that legendary comic, the one and only Dennis? If so, you know all about the darkly comic antics of Dennis, everyone's nightmares.

Well, look out! This Mayne animates and bathes his way into the Amiga in the forthcoming release from Alternative. Accompanying him in his very first home-computer game's his trusty dog, Gnasher.

There are over a million members of the Dennis the Menace fan club and they're all dancing in the streets because of the imminent release of their hero's own game!

Alternative are pretty proud of what they've achieved so far, describing the game as "something different". For a start, they've avoided the urge to produce a bog-standard platform adventure. Instead, Dennis and Gnasher are brought to the screen in a series of 3D isometric adventures.

Like the comic, all the action takes place in dreamscapes. It's said to be a massive environment within which every character from the comic has his or her own house. For example, Miss the Milk has a house shaped like her distinctive hat.

The Freud of the games, managing the inhabitants of Bedeville, even now, Gnash is rubbing his hands in glee. We always knew he harboured a desire with an arsenal of children's weapons! Now he's looking forward to the computer game that also uses playthings such as sticks-beams, water-pistols, catapults and peashooters. All in a world of bright, colourful graphics and fun-filled music and sound effects.

With packaging designed and created by the same artists producing the monthly comic, this looks like having a fit with young and old fans alike. Expect more news very soon — until then, tighten those catapults and keep those water-pistols full to the brim!

## MANIPULATING BORIS

Boris can turn his hand to a number of actions with just the press of a single mouse button. Here's run down of just what the Boris little chap can get up to...

## MANIPULATE



Click on the icon and numerous other options appear. Those enable Boris to eat, drink, purr/purr, insert (or remove), wear, throw, give, attack/defend, use (especially for those items that you've just picked up), open/closed/opened (heavily gate open...), and examine. While not used until you actually get further into the game, a well considered combination of these commands will prove vital to your success!

## PICKUP

Pretty self explanatory — you see an item, you pick it up! Of course, many items are pretty useful, others rather useless. A few are downright deadly!



## LOOK

Being a strange world, there's plenty to look at and figure out. Boris has 20/20 vision, which is a good thing considering that he has to study asteroids, settlements and planets from afar much of the time.



## INVENTORY

When you're not sure just what Boris has in his pockets (or anywhere else for that matter), refer to the inventory icon for an update.



## ACTION

Our Boris likes a bit of action. He can leap (quite a way, due to a very long, powerful, duck kick) or projectiles are heading his way, attack (normal areas can get pretty hostile), or use his mind to get his way (quite an imaginative move).



## COMMUNICATE

When Boris comes into contact with other beings, his gift of the gab proves invaluable. He can whisper, yell or even shout, while he also has this pretty cool skill which allows him to throw the odd mind bolt or two. Beware of using this skill against the wrong being, though, whether it be friend or foe.



Previews!

# ROBINSON'S REQUIEM



## Silmarils

There's another of those survival-simulations looming on the horizon — and bloody good it looks, too! Robinson's Requiem's the title to look out for and it's being helmed by Silmarils too. The ultimate test of human endurance in an alien world? Hmmm, he always thought that was standing on the shelf at White Hart Lane during a Spurs v Arsenal match and cheering on the Gunners, but that's another story.

Robinson's Requiem is set many light years in the future, in a time when man's spreading his wings even further across the galaxy. You take the role of government agent, Robinson, sent on a reconnaissance assignment to a mysterious uncharted planet.

The only problem's you swiftly work out the whole mission's a trap set by your own and government. They want you out of the way and see this as the clearest method of disposing of an agent without increasing themselves.

This plan to which you've been sent is instant a spooking mission, seen through the gallery as an 'acid Aladdin', from which no one has ever escaped. Metal Heavy stuff or what? These guys are almost as corrupt as John Major's Government.

The game begins with you tailing out of your ship under a deep and hostile jungle. Equipped only with a survival kit, which includes medicines,

tools and a micro-computer, to keep you informed of your physiological condition, your aim's escaping from this barren world.

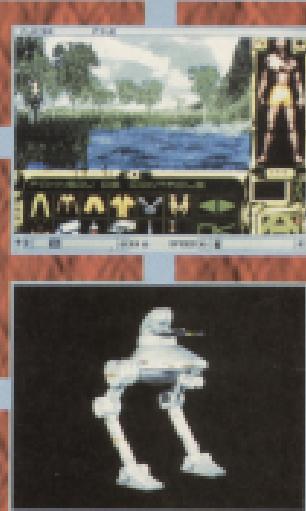
From what we've seen so far, the game looks magnificent, it's a massive panorama, with over three square miles of play area and ten different landscapes to negotiate. These include a north American Forest, an Inca-Temeraid Village and a Lunar Valley.

There are also plenty of nasty creatures about, such as dinosaur-type hybrid monsters, whose flesh Robinson can use for meat, and for he can use for clothing. It's also a good idea looking out for the prisoners who have been dumped on the planet and left to rot. As you might expect, they're a bit peed off and aggressive. Other raccoons are the mobile biological responsibility for protecting and maintaining the prison.

The name of this great-looking game's survival. Robinson has to do anything to escape from the planet. Silmarils say if this means amputating a limb, you have to do it. Don't worry too much — all the right medical equipment's stored in the kit.

This looks like being a winner. The world it's set in appears to have just the right atmosphere for a survival-one of this nature.

The game's due for release towards the end of February. If the glimpse we've had's anything to go by, expect it to cause a bit of a stir. We're still not sure about this ultimate test of human endurance business, though.





# Ravi Review!

# amiga FORGE! Fever!

# The S



In the beginning there was the castle. All around the fields were green, but then the Weather's village began to grow and green...



Always keep an eye out for messages, indicated by a floating letter appearing in the bottom-left of the screen. These tell you what's happening in this world and give advice on how to counteract certain events.



**Blue Byte, £TBA**  
**T**he Settlers is the most fast-simulation on the market — and bloody good! It's not the sort of game you can play for hours, becoming so engrossed you don't even realize the time is flying by. Having made it clear from the off that it's a big fan of Blue Byte's last game, I suppose it's better explain why. It's my job after all.

The game's a massive affair with loads of options to use and actions to monitor. Basically, the scenario's building up a Town around your Castle. Settlers is set in some old Medieval times and your role is deciding where to build and who does what job. There are businesses and tasks but no combatants — miners, foresters and woodcutters, shell-workers and armours. The list is huge.

You decide when to start production of a particular material because every action has a knock-on effect. It's no good building a Goldmine, for example, if you haven't already got a Goldmine up and running.

All the action takes place in a specific timeframe. You can see the buildings gradually taking shape — first the foundations are placed, then a wooden frame goes up, before the bricks are put in and the building's complete.

Graphically, the game's superb — that may only help tiny, as they go about their business, but the attention to detail's excellent. As the different buildings are constructed, you watch little guys moving all over them. Hammering, flying, it's great fun, with some excellent sound effects, such as the noise of sawing wood and the grunts and groans of the workers as they toil in the sun, adding to the infectious atmosphere.

## Setting down

You begin the game by deciding where to construct your Castle, which serves as

headquarters for all the different businesses. It's vital to choose the Castle-site wisely; a poorly-placed Castle is disastrous for production. You need a base rich in natural resources and easy to build on. It's worth scurrying around the world checking out loads of options before deciding on your final site.

Helping you choose a location is a Geologist, an expert in great advice on the different resources available in each area. He gives a rating for underground riches, such as gold, iron, coal and granite. These resources are only found in the mountains, so build near them. If his ratings are all above average and perfect, it's a wise move considering, below average and it's best to move on.

The also important taking the terrain in an area into consideration. Obviously, it's best to look for a relatively flat area for building, although it has to be fairly close to the mountains and underground riches. These also have to be near materials closer to the Castle, such as trees and granite for new houses and construction.

The importance of the underground riches decides your strategy. As you progress, the raw materials are vital for tool production and, should you be attacked, weapons.

Once the Castle's in place, it's time to get building. Using the mouse, scroll round the screen checking what can be built where. A Castle can house any of the buildings, from a Queenen to a Fisherman, but can be constructed on this piece of land. A House icon indicates any small dwelling can be erected and a Flag tells you the area cannot be used for building. There are six different buildings available, all of which need to be constructed at some stage to create a complete town.

The first stage's probably getting some mines set up. These give the Town the raw materials to construct other dwellings, work implements and weapons. It's also vital to get your Forester and



**Well-implemented and superbly designed**



# Settlers



Woodcutter working on stockpiling wood and the  
Shepherd doing the same with cheese.

Each time a site's chosen for a new building, it has to be connected to the rest of the Town by road. The roads run between the flags, marking the edge of each building. If they're not built, the little workers cannot get to the new construction site and work's delayed.

## Sensible strategy's vital

As I said, everything in this complex game's linked. For example, there's no point building a Butcher's unless you already have a Pig Farm to get meat from. Similarly, to produce weapons, you need a Blacksmith and an Armoured. This makes for a game requiring plenty of intellectual thought. What do you build first? Are you going to concentrate on agricultural growth, industry or creating a powerful army? Charts show you which products you're concentrating on. Raising and lowering the levels changes the production emphasis to the desired area.

Plenty of statistics help keep tabs on what's going off — there's information to access via the icons at the bottom of the screen. You can check how many buildings are under construction and which are now producing products, an important item as the Town begins to grow. It's also to keep tabs of what's going on where without it. Plenty of graphs show the production levels of different items.

Another option available is attacking enemy buildings. You need plenty of Knights to achieve this. The first step's to build Gunpowder, Muskethavers and Crossbowmen near to the enemy base. Then you can train the Knights to attack opposing forces. Remember, though, the enemy also attacks you, so don't leave the Town unguarded.

As you may have gathered, this is a game with a great deal of depth. Everything takes a lot of time to get used to. It's a good idea to practice in the training mode before attempting a real scenario. I can't recommend The Settlers highly enough. Great ideas, well-implemented and superbly designed. Need I say more?

Chris!



## Review Review!

Mark!

What a terrific little game! I didn't really expect too much, even after reading the accompanying blurb — it sounded very much like a *Populous/Powermonger* derivative. But *Settlers* is more than just a clone — it adds many new ingredients to the genre, such as building development, community expansion and many other ideas which don't just involve combat.

The day isn't tractable, offering many surprises without being as complicated as to be baffling. There are charts, graphs and such things to study, but, with familiarity, they add to rather than detract from the enjoyment.

All in all, a fabulously addictive game, well worth sheeling out your cash on ■

**B** The Blacksmith is a vital member of the community, without whom the armies would have no weapons and the workers would have no tools. Simple really. Build your Blacksmith a home... *Mark* said?



**amiga**  
**FORCE Rating**

■ DEVELOPERS: IN-HOUSE

- GENRE: 3
- PLAYERS: 1
- CERTIF: G/GG SUM
- 1200 COMPATIBLES
- HD INSTALL TEE



■ An easily accessible and massively entertaining sim.

94  
15

Letters!

# FORCE Ring Mail

## THANK YOUR CLUCKY STARS

Dear FORCE Boys,  
I have recently bought Alfred Chicken but I keep getting killed. Is there anyone out there who could give me a cheat?

Anway, I think the mag is excellent and you should keep the cartoon 'n' chit-chat (despite what others say).  
Barney King, Chelmsford

## SYNDICATED QUESTIONS

Dear AMIGA FORCE

I was wondering if you could answer some of these questions?

- 1 Do you know the best place to get gammons?
- 2 Should it be in HD or Bitblasted Drive?
- 3 Why get a monitor when a TV gives pictures just as good?
- 4 Will there be a mission-disk for Syndicate? I really hope so!
- 5 Will you please continue your Syndicate tips for all missions?

That's enough questions. Alrik, yes, constructive questions. Could you have a page for people who want to sell things? Also, could you definitely not have ads, no matter how many people ask you to? If you can't help getting as many adverts as you have, then don't display them. Keep the cards and books as long as you can. Other than that, please stay as you are!

Tim Wheatley, Lincolnshire

Thanks for the comments and passes, Tim

We're back!! All in one place, despite the devastating defeat inflicted upon us by TUFC

Supporters' Club:  
We went down 3-2, with Billie and Jose scoring the goals. Chris Kavanagh is a habitual of chances, while the lad from did his best in goals. It was only the ineptitude of the defence (the lack of its actually) that led to the other teams creating home so many. Too many had designs on glory...  
Send your little annotations and signs to **FORCE MAIL, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.**

■ Well, Ducca, as I've said before it's not have a load of spa on Alrik Chicken in this very issue. Can't say better than that, can we?  
Chris

## CHEESED OFF FROM CHESHIRE

Dear AMIGA FORCE

This is the second letter that I've sent. Wish I knew what happened to the first, whether it got passed up by someone? I would be grateful if you could find a picture of a person and print it in the magazine so.

Just for that (and because you said please), here are the answers to those questions:

1 Either your High Street stores, where returning faulty games is all the more easier, or check out the ads in AMIGA FORCE, where you may find that old bargain or less!

2 Grab yourself a hard disk if you're various adventure games using a multitude of disks. It's less imperative for earlier Sierra games. A second disk drive is by no means essential but it saves much disk swapping.

3 Actually, a TV presented by no means as good as that of a quality monitor. It may seem like a bit of a luxury, but the difference in sharpness, quality and clarity between a low-resolution monitor and a television is very noticeable.

4 Uhoh! — we seem to have reported a non-existent here. There is a mission-disk for Syndicate but it's for the PC version only, I'm afraid. Sorry!

5 I'll have a word with the tips boy and see what I can sort out.

Chris

## TIPPING BODY BLOWS

Dear AMIGA FORCE

I think your mag is the best out there — I got the last issue and have bought AMIGA FORCE over twice!

Could you tell me if there are any cheats for Escape From Golby or Syndicate? Thanks for the tips on Flashback — keep up the cheats, they're really useful.

As for Shrine Dancer's letter in issue 12, concerning which is best between SPYF and Body Blows, it has to be Body Blows' SPYF's actual figures aren't dark enough, they could do with an outline so they show up better. That's what I think, anyway.  
Andrew McFea, Worcester

■ More praise — if we're not careful, it may go in our heads!

I sense this SPYF debate looks set to run and run, but only if you have something to say on the subject, will it be printed. Take Andrew's lead and give a reason for your choice of the other game — there's no point dismissing it without giving a valid reason.

And what about Metal Komodo and 80 Galactis — have they stolen the crown from under the feet of the others? Write in and let us know what you think. Your answers not definite by up for me Letter of the Month award.  
Chris

I can throw darts at him.  
Matt Rumball, Cheshire

■ Ah, the subject here could be our Mr Powell, as your letter contained tips did it not? I didn't print his picture as it would waste off too many readers, and I don't think I'm allowed to send such a monstrously through the post. That ya not, though — we'll throw the darts at him for you!  
Chris

## JOLLY POOR SHOW

Dear A-FORCE

I read your review on Micro Machines and thought it was very poor. You stated talking about him licensed which have nothing to do with the gameplay. It also deserved more than 80% — I would have given it about 97%, as it's a superb game.

Also, could you review the classic Wings? It's a lot better than Knights of the Day. I would also agree with Paul Whiteman of Warrington who has a superb idea of an adventure tips section — the having problems with Monkey Island? And 2?

Finally, are Remake Software bringing out a new remake (soccer as Old is gold). If so, when? John McGillicuddy, Maddington, Falkirk

■ The urbane with Micro Machines — and this is something both Ian and Mark pointed out — is

that, while it's unquestionably a fine game, it lacks the parasite-sucking and technical achievement of the MD version. In our eyes, this costs points, hence the sub-90% rating. At the risk of repeating past remarks, such things are a matter of opinion — after all, as my old grandfather used to tell me, if we all agreed all the time, the world would be a dull place.

We'll look out for Winge, although it will have to go some way to beat PCTB. The adventure page now has two votes — anyone else for a dedicated section?

**Good day?** A little controversial (read: Serial Software) will be bringing us *Scalable World of Warcraft* over the forthcoming months, allowing you to manage as well as play in it. You can be sure it'll be at the front of the queue when it comes rattling up for review copies!

Chris

## YOU'RE BOOKED 1!

Dear AMIGA FORCE

Recently I purchased your brilliant magazine (issue 12). I noticed you were giving away a 5-page book (issues 2, 3 & 5-7). I was wondering if you could please send me issue 1, A-G.

Jonathan Dodd, UK

■ Sorry, can't see the answer below!

Chris

## YOU'RE BOOKED 2!

Dear AMIGA FORCE

I have recently bought an Amiga A600 computer and have now started to read your very good magazine. In fact, the first magazine of yours that I read was issue 12, with the free hints and tips book (volume 2). The reason I'm writing to you is that I would like to know if I can get hold of a copy of the first volume. I did look in the back issues but none

# H'WAY THE Letters!

Thankyou for your help and keep up the good work!

Martin Head, Blyth, Northumberland

■ **Wesilli...**

- 1 No, only for the A1200.
- 2 The Deluxe Pack — by far the most versatile program for the price.
- 3 It's been out for many a month, under the plain and simple title of *Player Manager*. While it's quite a jolly little game, it has too many faults — you can't choose other teams, there's only one cup and the options are quite limited. Maybe you should wait a while for Serial's effort.

Chris

of the iniquities mentioned the free book. I do hope you can help.

Gordon Tully, Maud End, Coventry

■ Sorry Gordon, no can do — we only print enough books to cover the news-stand mega (they're pretty expensive, you know), so the back issues (generally come without the free gifts attached). Sorry I couldn't help more!

Chris

## AN ESSEX-MAN JOKE

Dear AMIGA FORCE

Me and my mates are always fighting over which is best, Amiga, Nintendo or Sega. I give out to black eyes and broken arms are sure signs (present tense) — Chris! Now, can you answer this question: Do you need an Amiga to use the CD32?

David Wilkinson, Essex

■ I'm surprised you guys have any friends at all if you're around breaking arms over a disagreement ready to fight. You should calm down lad!

You don't need an Amiga to use the CD32 — this is purely a stand-alone machine, unlike the Sega machine, where you need the Mega Drive to utilise the power. Indeed there is 16 of the Mega CD32. Obviously, the CD32 not only offers better sound but it's also a far more capable and powerful machine to boot.

Chris

## WHAT'S IN A DATE?

Dear AMIGA FORCE

I have spotted your three calendar mistakes in the calendar with the Christmas AMIGA FORCE. They are (25 May, 16 October and 1 December). I claim my prize!

Kevin Thosell, Llanelli

- Yes, the people in production had to put their hands — there was an almighty foul-up with the calendar. It could happen to the best of us (constantly does). As a result, Kevin, we're sending you off the spare calendars so you can re-write the whole year out for us!

Chris

Speed: Vito,  
Special Powers: Racer,  
Average: 100.

I would be grateful if you could send my cards back as I spent many long hours making them.

Ben Wheway, Wolverhampton

- That just goes to prove AMIGA FORCE readers aren't just the smartest, they're also the most hard-working! Your cards are great, Ben — real works of art.
- It's also a pretty cool idea, although I couldn't get the rest of the team to play, as none of them knew the rules, despite having them explained umpteen times already. As a reward for your hard work, you've won yourself the Letter of the Month award and the year's subscription that goes with it!

Chris

# TOP TRUMPS TITILLATION

Dear AMIGA FORCE

In reply to Ben Johnson's letter in AF10, I decided these ratings would be excellent in that last card game Top Trumps (if you don't know the rules, find someone who does). I have made my own set of cards using 'sticky-back plastic' (you blue Persian year) —

Chris, and a few screenshots taken from AF, and various other magazines. As well as Sticky, Iffens, and Strength, it,

I have taken characters from Metal Kombat and Streets of Rage 2, also Clunheart and Assassins. I have used different categories to Ben, but most are fairly similar. Though, of course, my scores have varied greatly.

Awards — Strength: Kukka, Speed: Vito,



# Letters! REGULAR?

Dear AMIGA FORCE

Your magazine's brilliant, but, when I was reading issue no. 10 I was horrified to see on your subscription page, in massive pink, and white letters, **ARE YOU REGULAR?**

Okay, so the majority of you readers are male, but I am not. And the above statement is rather personnel for us girls! So, I'm sorry to be fussy, don't let it happen again. Otherwise, I'll resolute my magazines by using them in my car's litter-tray. I hope you get my point.

Jackie Windsor, London

■ Well, you've got me there. The headline in question simply questions the regularity that you pick up your copy of AMIGA FORCE. No ambiguity here, probably clever enough. Chella

**amiga  
FORCE  
Readers'  
Charts!**

**1** Frontier —  
Elite 2

**2** Premier  
Manager 2

**3** Sensible  
Soccer

**4** Mortal  
Kombat

**5** Cannon  
Fodder

My five favourite games are:

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_

MY FAVOURITE AMIGA FORCE SECTION IS:

NAME: \_\_\_\_\_  
ADDRESS: \_\_\_\_\_  
POSTCODE: \_\_\_\_\_

# THE MAN FROM MALTA, HE SAY...

Dear AMIGA FORCE

It's me again! This time I'm not writing for cheats, but for other purposes. First, thanks for the answers to the last letter, also to Nathan Moulton.

I play P.T.F. Challenger better than MicroProse's Formula One Grand Prix and than Nigel Mansell's World Championship?

I think I must be the only Amiga-owner who doesn't know the 3D+ special moves. Could you give me a short description of each one and how to activate them?

Can you list me any great games for my collection? I like adventures and platforms. I have Lemmings!

Robert Saccoccia, Malta

■ OpenPnP — great game (I can't believe it's available)

P.T.F. and Nigel Mansell are both pretty cool games in their right, very much aimed at the arcade boy-racer. Formula One Grand Prix is tops

## AMIGA FORCE Readers' Chart!

It's very obvious what game everybody got for Christmas! Frontier — Elite II got over 60% of the overall votes, proving that we were spot on with our title's naming way back in our Christmas issue! An elite effort? It seems unlikely, but it could certainly be a popular game if the success of the second in the series is anything to go by!

Premier Manager 2 another favourite in the AMIGA FORCE offices, comes out to second spot, taking over from yet another of our lunch time favourites, Sensible Soccer. Premier Manager 2 is facing some tough competition in these halved halls, though, since Championship Italia arrived. A mail-order game in the Readers' Chart? Why not?

Wings down fourth and fifth place, both through some very last minute votes. Mortal Kombat, last issue's rave review, got a hat-full of late votes, and Cannon Fodder wasn't that far behind. Candidates for the top spot? Most definitely. Watch this space!

To cast your vote in the AMIGA FORCE Readers' Chart, scribble the details on the form below, and send it to AMIGA FORCE READERS' CHART, IMPACT, Case Mill, Teme Valley, Ludlow, Shropshire, SY8 1JW.

If you like the simulation angle,

2 Check out back issue 9 and the manual for more info

3 Has actually included a lot of the games he already owns, but I wouldn't have made interesting reading. The best games of recent months you don't already own include Frostbite, Sensors, Syndicate, Championship Manager '92 and Mafia, and Mortal Kombat. They're my favourites anyway!

Chris

## READER REVIEWS

Dear AMIGA FORCE

Hi there! It would be a good idea for you to send out to your readers some PCD games to review and send back to you, in time for next month's mag. This would mean you would receive an opinion from the people the games are targeted for.

AMIGA FORCE workers like yourself should not have to much about with these games — just get stuck into the many gritty big games. If you'd like, I will review the first one for you if you take up the word and write a great review on it. Cheers eh?

Congratulations on a fantastic mag and long may it continue. Well, I must be off to my baggage lessons. See ya!

Brian McSparran, Strathclyde, Scotland

■ I've heard of Stratoscyle (I think) — they've got one of these crap football teams have they not? (let's face it, there are many crap football teams!) That we can talk — our local footy team's a Tammy United, who aren't exactly making that team in footballing terms (use three old players have a few times, though), and Hyun Dugja (brother is in the reserve team). Anyway, back to your reader-review idea. Why not consider giving the concept a good airing in the offices and discuss it with the powers-that-be? If anybody else is interested, then write in!

Chris

## WOT... NO MORTAL KOMBAT?

Dear AF

I want to point out that in the What's New? section in issue 10, there's a pic of the Mortal Kombat logo. Far enough, but beside it says Mortal Kombat physics, remember? It's not, it's here and it's exclusive! Find out how Cage and co. are progressing on page 14. On reading this, I immediately flicked through to page 14, only to be foisted off with a picture of a guy shooting some sort of pink poison or something.

I have a few questions to be answered:

- 1 Why is this?
- 2 How do you think this makes your mag look?
- 3 When will MK really be out and playable?

Don't get me wrong, I'm a big fan of your mag and buy it every month, but I just wonder what the point of saying something when you don't mean it?

David MacLennan, Glasgow, Scotland

■ Whoops — you've found what the production team term as a technical problem. All along, MK was supposed to appear as a playable.

Unfortunately, the systems were flooded before the players were mapped, slipping through unnoticed. Those responsible have been severely reprimanded (by writing really scoldy).

You'll be pleased to hear that AF has reviewed last issue, covering coverlets and a Have-A-Good-Chella

The Amiga logo, featuring the word "AMIGA" in a stylized font with a red-to-white gradient, is overlaid with the text "ACTION REPLAY MK III" in a bold, black, sans-serif font.

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**1. ~~DATA~~ THE EXISTING PROGRAMS OR INDUSTRIES YOU WORK IN**

Businesses have been around since the 19th century so it's probably the #1 place you check. Here you can find a lot of information about the industry, its trends, what's changing, what's working, what's not working, etc. You can also look at different types of business models to figure out how they work.

**2. ~~INDUSTRY~~ THE INDUSTRY YOU WANT TO GET INTO**

This will help you learn more about the industry you're interested in, including any regulations, standards, and best practices.

**3. ~~COMPETITION~~ COMPETITORS**

Competitors are businesses that sell similar products or services. By studying their performance, you can identify strengths and weaknesses and use them to your advantage.

**4. ~~TECHNOLOGY~~ TECHNOLOGY**

Technology is constantly changing, so it's important to stay up-to-date. Look for new developments in software, hardware, and other technologies that could impact your business.

**5. ~~MARKETING~~ MARKETING**

Marketing is all about getting people to buy your product or service. Look for marketing strategies used by successful companies and learn from them.

**6. ~~FINANCIALS~~ FINANCIALS**

Financials are numbers that tell you how well your business is doing. Look for financial reports from companies in your industry to see what's working and what's not.

**7. ~~LEGAL~~ LEGAL**

Legal issues can affect your business in many ways. Look for legal advice from a lawyer or attorney.

**8. ~~REGULATIONS~~ REGULATIONS**

Regulations are rules and laws that govern your industry. Look for updates from government agencies and industry associations.

**9. ~~INVESTMENT~~ INVESTMENT**

Investment is a way to grow your business by getting outside funding. Look for investment opportunities from angel investors, venture capitalists, and other sources.

**10. ~~MANUFACTURING~~ MANUFACTURING**

Manufacturing is the process of turning raw materials into finished products. Look for manufacturing processes used by successful companies and learn from them.

**11. ~~SUPPLY CHAIN~~ SUPPLY CHAIN**

The supply chain is the network of companies involved in getting your product from the manufacturer to the consumer. Look for information on supply chain management.

**12. ~~LOGISTICS~~ LOGISTICS**

Logistics is the process of managing the flow of goods and services between the producer and consumer. Look for logistics management strategies used by successful companies.

**13. ~~WAREHOUSING~~ WAREHOUSING**

Warehousing is the process of storing goods until they're needed. Look for warehousing management strategies used by successful companies.

**14. ~~TRANSPORTATION~~ TRANSPORTATION**

Transportation is the process of moving goods from one location to another. Look for transportation management strategies used by successful companies.

**15. ~~PACKAGING~~ PACKAGING**

Packaging is the process of protecting and presenting goods. Look for packaging management strategies used by successful companies.

**16. ~~DELIVERY~~ DELIVERY**

Delivery is the process of getting goods to consumers. Look for delivery management strategies used by successful companies.

**17. ~~RETAIL~~ RETAIL**

Retail is the process of selling goods directly to consumers. Look for retail management strategies used by successful companies.

**18. ~~COMMERCE~~ COMMERCE**

Commerce is the process of buying and selling goods and services. Look for commerce management strategies used by successful companies.

**19. ~~MANUFACTURERS~~ MANUFACTURERS**

Manufacturers are companies that produce goods. Look for manufacturer management strategies used by successful companies.

**20. ~~SUPPLIERS~~ SUPPLIERS**

Suppliers are companies that provide raw materials and components to manufacturers. Look for supplier management strategies used by successful companies.

**21. ~~PARTNERS~~ PARTNERS**

Partners are companies that work together to create a new business. Look for partnership management strategies used by successful companies.

**22. ~~ACQUISITIONS~~ ACQUISITIONS**

Acquisitions are companies that buy other companies. Look for acquisition management strategies used by successful companies.

**23. ~~MERGERS~~ MERGERS**

Mergers are companies that combine to form a new company. Look for merger management strategies used by successful companies.

**24. ~~INVESTOR RELATIONS~~ INVESTOR RELATIONS**

Investor relations is the process of communicating with investors. Look for investor relations management strategies used by successful companies.

**25. ~~SECURITY~~ SECURITY**

Security is the process of protecting your business from cyber attacks. Look for security management strategies used by successful companies.

**26. ~~DATA SECURITY~~ DATA SECURITY**

Data security is the process of protecting sensitive data. Look for data security management strategies used by successful companies.

**27. ~~COMPLIANCE~~ COMPLIANCE**

Compliance is the process of following laws and regulations. Look for compliance management strategies used by successful companies.

**28. ~~REGULATORY COMPLIANCE~~ REGULATORY COMPLIANCE**

Regulatory compliance is the process of following industry-specific laws and regulations. Look for regulatory compliance management strategies used by successful companies.

**29. ~~ENVIRONMENTAL COMPLIANCE~~ ENVIRONMENTAL COMPLIANCE**

Environmental compliance is the process of following environmental laws and regulations. Look for environmental compliance management strategies used by successful companies.

**30. ~~DATA PRIVACY~~ DATA PRIVACY**

Data privacy is the process of protecting personal data. Look for data privacy management strategies used by successful companies.

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**33. ~~DATA MANAGEMENT~~ DATA MANAGEMENT**

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**34. ~~DATA ANALYTICS~~ DATA ANALYTICS**

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**35. ~~DATA INSIGHTS~~ DATA INSIGHTS**

Data insights are the results of data analysis. Look for data insights management strategies used by successful companies.

**36. ~~DATA INTELLIGENCE~~ DATA INTELLIGENCE**

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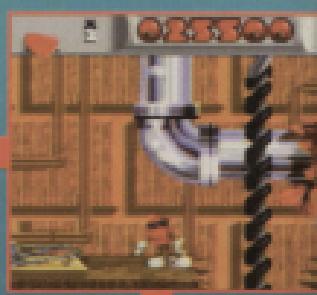
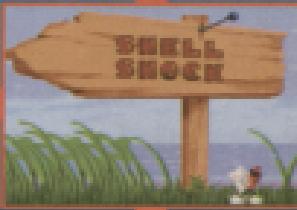
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# Rich pickings!



■ Ensure you've collected 60 Cool points before attempting to rescue your captured buddies. Otherwise, it's a fruitless journey because you won't be able to bust them out. ■



## Virgin, £29.99

Cool Spot certainly holds up to his name. Shakes always in place, he moves like he's lived in the Bahamas all his life — you know that level of liquid movement, seeming to require no effort, which is well cool for want of a better word. It's probably due to that big, bouncy bounces he wears (keep in mind they'll get you back a few levels). As you may have gathered, this guy's the King of Cool.

Cool Spot is the American marketing symbol for the drink that quenches your thirst. There's 2-Ups the advertising protagonist among you? A massive star over there, his game's got these shirts — after providing the cartoon-scream for a while, it's now the turn of us Amiga owners to get a look in. About Bloody time, too. This is a game a self-respecting platform fan should be without. It's just not awesome!

## Wipeout

To succeed in this brilliant game, you've got to poison your rip. This means getting a Cool rating of 60% or more on each level, achieved by collecting a certain amount of Cool points.

The point's releasing Robot masters, caged at the end of each level, in order to have a serious party! His buddies are all incarcerated inside small, cramped cells, with no thought given to the lights of a small, real Spot to live legit in humane conditions. The poor blighter needs them out and above them crocodiles there this time were set them loose! As Cool Spot rescues his spot, there is a host of obstacles to look out for on every level. These



Leave him  
shaking and Cool  
Robot masters (these  
are chicks anyway).  
Cool, eh?





Yo dawg! That one, the only Cool Spot crossover onto the Amiga, proving that cool isn't just a state of mind. It's more a way of life. Yeah, don't just love it. As hip as it is, Cool Spot makes for one helluva hot, hot game. The animation on the little red blob is amazing. I mean, who'd have thought so much could be done with such a simple design. Somebody deserves a pat on the back for creating this character. The same goes for the relaxing Calypso rhythm accompanying the gameplay. Close your eyes and be forgiven for thinking you're drifting on a boat moored off a sun-soaked Caribbean island. Chris is right to say the gameplay itself is nothing original, but personally I wouldn't hold that against the game. I mean, how much is original these days? What counts is the entertainment value and for me this is second to none. I can pass time chilling with Cool Spot any day of the week! ■



Cool Spot's a versatile fellow — he pushes objects around, climbs up and down ropes, and fire at crabby crabs. He even gets his yo-yo out if he gets really bored...



# COOL SPOT

misty, uncool types drain our boy's energy when he comes into contact with them. His energy levels are depicted by an image of his beatified face in the top-right corner of the screen. The more he's hit, the more his face deteriorates. Lose it all and it's curtains for Cool Spot. To take on these evil creatures, Cool Spot does have one weapon. He can fire the small, clear bubbles of carbonated fizzy water, released by the product he endorses. As we all know, fizzy water is the best cleaner. The only difference is Pidoo Doo tells us this over here, but then again he's a pretty clean cool cat as well.

## He's got it!

The whole game moves to a heavenly Calypso beat, which perfectly captures the feeling of going on a sun-drenched beach in the Carribbean. Well, you need all the help you can get on a wet and windy Monday morning in the middle of winter in deepest, darkest Devon! These sound effects are superb, especially at neighbour-annoying volume levels.

This atmosphere is perfectly complemented by the central character's animation. It's a game-boosting classic in this looks department — Spot's moves, walks and facial expressions are outstanding. When he's bored, he yawns and then

chills out by playing with his yo-yo, before removing his shades and giving them a quick clean. Cool cool!

This guy doesn't just jump like normal platform characters. Oh no, that's not big enough. Instead, he does a graceful forward somersault before landing sure-footedly back on terra firma. He even hangs from balloons with the grace and style of a born superstar.

Sure the Cool Spot looks spectacular, but what about the game? Well, to be honest, it's a standard platform adventure. Nothing more, nothing less. Collect that because... dodges the bad guys and leap from platform to platform — not exactly breaking new ground or originality. It's even drowning in misting in places, especially if you hate platforms. For example, while leaping from balloon to balloon and its back to the beginning. Start all over again until you get it exactly right. That's the basic gist and I find it extremely frustrating! Even so, if platformers are your thing, you can't beat a bit of Cool Spot. Lovely to look at and not to sit fuel to play. Give it a whet, you never know... it may give you a few tips on playing it cool!

Oozes class... it's sooo cool!!

**“**

## amiga Force Rating

DEVELOPERS:	IN-HOUSE
CHARS:	2
PLAYERS:	1
GENRE:	PLATFORM
FIGHT COMBAT:	YES
HD INSTANT:	YES



■ Looks stunning, sounds the same and plays pretty darn well too. Cool!



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Reviews!

# Rich Pickings!



# Zool 2



(Left) Zool inserts all kinds of weird and wonderful creatures on his travels.



Zool is a cool dude. Don't get in the way when she starts chuckling her whip!

## ■ Gremlin Graphics £25.99

**H**e's back, he's bad and he's obsessed with Zool! Zool, the King of the Kicks. This time he's got a bit of company in the shape of his boss — a cool punkster who goes by the original name of Zook.

Zool returns to yet again face attack from the evil forces of Zook, but now it's twice the fun (well it would be wouldn't it). Zook's returned to get revenge for the humiliation inflicted by Zool in the original game. He's sent his henchmen henchmen, henchmen, henchmen, henchmen, to carry out the long awaited. This guy can change his shape into any member of database permutations and that poor goat in life is to upturn his feet.

That's the downside for what's basically a sequel of Zool's first adventure. The actual gameplay's exactly the same, but then again who cares? It's still meant for an addictive and highly playable game. Zool 2 hasn't attempted to introduce in any way. Gremlin knew what fans of their first manner want and they've served up the same menu as before — slick graphics, catchy tunes and fast-paced platform games.

### Two's company...

Just before the game begins, you've the option of playing as either Zool or the new female character Zook. Pick either of them by highlighting the character. It really makes no difference which one you choose. They both have

the same powers and moves, so the introduction of the female is nothing more than a nice little marketing gimmick. After all, it looks cool on the game's advertisements tool.

In two-player mode you choose to control Zool and Zook on the machine; or, alternatively, both play with the same character. As I said, though, it really makes little difference.

Comprising a level spanning around at the British isles, having collected 99% of the tokens found there. There's a counter at the bottom left of the screen telling you how the current percentage you're collected.

These are six stages to battle through, each containing a number of levels. Entering the next stage requires you find three Intefast blocks in one of his morphing guises — he changes shape for each of your confrontations, so there's no chance to become complacent after you beat him the first time.

You begin the quest in Sheep Lake. This stage is full of sheep bombing blocks, chucking here and hungry chicks. Their favorite weapon is the Egg Bomb.

However, it's no good! Other stages include Blueberry Hill, expect some shock trees, Mixed Jars, home

of some flying flower heads and Tooling Common, where the Phantom's curse needs. All these stages lead to the inevitable final confrontation with the diabolical Mental Block.

The further you go, the closer to Intefast block's own home you get. If at that stage that some extra help comes Zool's way, it takes the form of his trusty intergalactic monitoring, known, obviously, as Zool's probe. Many more modes do you think Zool's going to get in Zool 2, should there be

**"**  
Slick graphics, catchy tune and fast-paced.  
**"**

such a title? I made these up only as many letters in the alphabet left to stick on the end of Zool. This must come on the second if Zool collects three of the Zoon bonus stars. Watch them to enter a special bonus level in which Zool helps you on your way.

### Bonus bonanza

As you know, if you've played the original, Zool's world is full of bonuses concealed behind the name of the game's sponsor. An commentator, it's what it's all about I suppose. Even if this is a bit extreme.

As we all know, Chupa Chups, a rather tasteless lollipop brand, sponsors the game. As the big boxes are hidden behind blocks marked with the Chupa Chups symbol. Open them by jumping into the symbol to get hold of a host of extra goodies. These include Smart Bombs, which beat down Zool's body, extra lives, Super Shots, for a real blasting gun, and, of course, the tenacious Tressel, splitting Zool in half for double trouble.

Zool 2 is a great game, combining furious action with plenty of platform shenanigans. However, it contains nothing that makes it as truly exceptional — there needs to be progression here like the first game. Instead, we've just given more of the same.

This applies to anyone who's a fan of the original, and it's worth getting if you like games of this genre. Unfortunately, it's colorful and well-presented with some great little details and animations, but again, we've seen it all before.

The scrolling's smooth and the gameplay's addictive. I liked Zool 2 but that lack of innovation means it's not worthy of being a rave review.

**Chris!**

# Reviews!

## Mark!

I was a massive fan of the original *Zool* and I'm glad to say this picks up where that game left off. Thus, it's not exactly attempted to try to be innovative, but I can live with that. What comes when the gameplay's this addictive? The levels are well-designed, they're wonderfully colorful, while the music and FM are bubbly, not to say catchy. This all adds to the overall positive feel of the game.

Including Zook, the ferocious ninja, adds a bit of political correctness; it's about time we had some female characters equal to the guys. Anyways, through politics, *Zool 2* is packed with great features, looks good and, most importantly, it's fun to play. Ultimately, it's addictive and well worth a look. ■

## Tin Time!

If at first you seem to be stuck, try shooting through the walls. They often disappear to reveal a passage to other parts of the level. ■



(Above) Take your pick between Zool and Zook. In this age of equality there's no difference in their strength.

(Below) At the end of each level Zool takes on the might of Mental Block.



# amiga Force Rating!

■ DEVELOPER: IN HOUSE

- GENRE: 3D
- PLAYERS: 2
- GENRE: PLATFORM
- 1990 COMPAT: YES
- HD INSTALL: YES

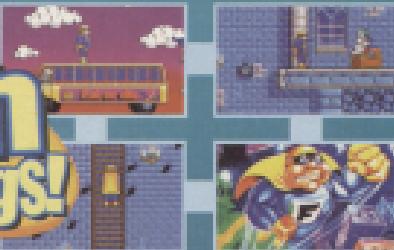


A well-presented game that's simply reproduced the winning formula.

86  
87

Reviews!

# Rich pickings!



# FATMAN THE CAPED CONSUMER

**■ Black Legend,  
£25.99**

**H**e's fat, he's round, he bounces on the ground... 'Nah, this is one large肥'! He doesn't make certain members of the AMBULANCE FORCE look slim. Well, maybe that's going just a little too far!

Fatman is the alias for Roy Fat, a mild-mannered investor who loves his food — Roy could eat the board. Consequently, most of his inventions involve dinner food and his stomach. Perhaps his most amazing creation is the Food-Duplicator, which makes a copy of any piece of food passed through it. This invention inside Roy's Fat restaurant famous throughout the world.

Everything appeared ready for the round one until a multi-national company, Threecake (yep!), decided to part him out. They provided just food, but were looking business in Roy. Their managing director, Ted Harmon (good again), offered to buy the Food-Duplicator. Roy was close to agreement until he heard that Ted wanted to destroy the creator to gain a monopoly on just food sales. Knowing this would mean hunger for the world's hoards of fat bunnies, Roy, alias Fatman The Caped Consumer, is determined to destroy Threecake. Can Fatman succeed? Can Threecake be beaten? How many pieces of pizza can you eat in one sitting? Only by playing the game can you find the answers! As you may have guessed, the story's a parody of all the ridiculous plots normally found in platform games.

average platform collect-'em-up, but it's raised by humorous dimension. My only reservation is that once the fun gets a bit boring, there's not a lot left to keep you interested. Even so, it's a nice idea, which deserves applause for trying to be at least slightly unusual.

The idea behind Fatman's jumping and running through 13 action levels in seven cartoon worlds. These include the City, the Castle of the Trapsetter, Various (possibly) cows, huge dog at Robot Manly, possibly located outside and the Mysterious Eggplant level.

To negotiate each level, Fatman avoids the nasties populating his worlds. He's got a variety of weapons at his disposal including the old standby — jumping on them — and weapons taking in berry-bombs, large carrots and mushrooms. Furthermore, it's not fun being eaten by 20 dozens of quivering jelly-like heart. Simply press DOWN and F-FIRE to snap the weapons.

As you progress from a parody on platformers, there's an accompany end-of-level guardian to overcome before moving onto the next stage. Fatman needs to be at his most gross to defeat these beasts, so remember to hoard plenty of berries, carrots and mushrooms. All the weapons are in limited supply. To keep them stocked up, Fatman has to find the relevant tokens dotted around each level. After all, it's not

**"Packed  
with  
humorous  
jokes"**



**Fat's the way!**

Fatman's based around a humorous idea — having an after-life for a hero — and lives or dies on your reaction to this. If you find bashing beer bellies and copious eating hilarious, you're in for a treat. The gameplay isn't brilliant, basically it's an

You fat bastard! You fat bastard! Yeah, let's add take the misery out of the gravitationally-impaired, horizontally-challenged among us! Not exactly politically correct, it's true. However, Black Legend doesn't seem to be cruel in their choice of jokes. Instead, Fatman is a combination of all the things the goodbyes say and feel for us, but everyone enjoys doing!

These are some good visual gags, plenty of foul noises and lots of cartoonish behaviour. It's all wrapped up in a decent platform song, that, while never being a classic, is good enough to pass a few hours happily. All in all worth a look, but maybe it's also worth waiting to see if it's ever going to be a budget release. ■



**■ Look out for the hidden passages, shortcuts and secret rooms on each level. They're packed with goodies for the fat go to chomp down on! ■**

Fatman is packed with humorous visual gags and animations. Check out his chicken-chomping, if you leave him standing for too long. His energy level's also represented by a chicken at the bottom of the screen. As it loses health, Fatman gets weaker.

To be fair, Fatman's an enjoyable game. Honestly, it lacks the depth to be anything more than a couple of hours fun. After that the jokes begin to wear a bit thin. (Ho-ho, while the playability isn't strong enough to overcome this. Good fun temporary, but no more than that I'm afraid.)



## amiga Force Rating!

IN ONE WELL OPERATED TURMOIL

■ GRAPHICS	4
■ PLAYERS	1
■ GENRE	PLATFORM
■ PRICE	£39.99 COMPACT DISC
■ HD MASTERS	YES



**■ A funny parody on platformers but lacks substance.**



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## the cult classic collection



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• A top-down shooter. 1994

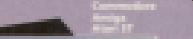
ACE 94%

• Core Design takes a graphically stunning journey into the world of Cybernetics.

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Wolfchild  
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Corkers  
Amiga  
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ZERO 88%

In the scrolling, animation and colour are all of a high standard, but it's the play that sets the day. This is particularly true of the two-player version, but even for one player, the action is tough and just keeps on going - like those in an endless country shoot-em-up. 1994

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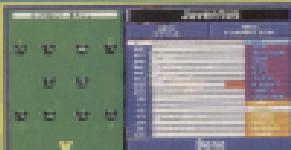
**CORKERS**

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As you can see Mark, managing Juventus, relied exclusively on the long ball.



It's a good idea insuring your players against injury. There's nothing worse than paying £3 million for a star and he breaks his leg after two games! ■



# CHAMPIONSHIP MANAGER ITALIA

## Intelek Software, £17.00

Coming from Intelek Software, Championship Italia is the first football simulation by the boys that brought you the classic Championship Manager series of games. This is a special edition of CM '94 that's based on the Italian League — recognised as the most competitive leagues in world football today.

These boys know what they're doing. This is a jolly good game dealing comprehensively with all the necessary statistics for a cracking football simulation.

The game's a pleasure to play. The requirement of a game of football is that it draws the players into its environment. It's got to make you care about the team and want to keep playing. CM94 achieves this with aplomb. It's a great debut from the lot at Intelek.

“A quality football-sim”



### Cooscoo! Cooscoo!

There is the option of playing with up to four human players from the start. We chose a two-player game. I selected Lazio, incorporating the sublime skills of the fat Cooscoo, been swilling God, Gucco. I asked for the beautiful game, played with panache, selecting tactics passing the ball in, held in a crisp, attack-minded team. Unfortunately, we ended up in the lower reaches of Serie B, despite some major incidents during the campaign. Blowing Mark's negotiate Juventus was a real bonus, giving many growing victories while beating Milan at the San Siro was no performance of this year. Nevertheless, uncharacteristically against the cosy teams let the season down.

As stated, Mark opted for Juve. He signed Ian

Wright for just under £5 million, bolstering his attack, and managed a successful season, winning the Italian Cup and qualifying for Europe. His league form suffered as a consequence, though, and his season's岐峰 out, finishing just above mid-table.

The problem with Mark's team, from my point-of-view as a football purist, were the tactics he employed. His team constantly stalled with that song of mine, the song of stalemate. His loss of a good injury meant Wright scoring a couple from amnesia, sing-punked up the field, hardly the stuff of cheering the crowds. This was reflected in the fact that my average goals were considerably better than his, despite the captaincy.

On the statistics side, Gazzola was voted Lazio Player of the Season by the fans, while Cooscoo got the award of Juvie. During the seasons, Mark had the greatest number of Man of the Match awards for a longer player with Hazzard, while the same player has scored in the league. Bokuc scored most goals for the grey boys at Lazio.

As you've seen in this post-hoc history of our glory season, there are a host of a lot of details to work out and stats to monitor to play this great game. The players have enough attributes and personality traits to make for some complex negotiations over team selection. Personalities include selfish, arrogant, garrulous, reticent and passive. Obviously, it's important to get the right blend to create a model-winning team.

The game also contains all the usual features of a quality football simulation. Selecting formations, training methods and a host of teams, including management modes, player's coverage, match ratings and team competitiveness.

Graphically, there's not much to shout about — the matches are shown as a series of action reports on the game as it happens, while there's no sound at all. However, this shouldn't detract any serious footy-sim fan from getting the game. After all, it's the content, not cosmetics, that are important.

CM94 is a winner. The Serie A is a great league to be a part of; there's money available to spend on players from all over the globe and the managers appear to run according to form and tactics, with a few spots now and then. After all, it's a living and dead game football!



Even though this isn't Intelek's first commercial game, it is their first release, and it's a real winner.

Using the game on the Amiga is a real pleasure. It's commercial, yes, but it's a real pleasure. It's more engrossing than most — it's more engrossing than many of the games I play. There's enough depth to keep you interested after many sessions of play, with domestic and international tournaments, well-considered player stats and reactions, a full quota of cups as well as two leagues AMI a multi-platform option.

This had Cooscoo and I glued to the screen for hours, with my team, Juventus, finishing mid-table and in the top slot, while Chris' Lazio finished 11th relegation.

The difficulty level's just about right — even though we had a good showing in the cup, the league form was not without its questionable. It's a bit obvious that the better the team in real terms, the more chance of success in the actual game.

Championship Manager Italia's very much based on the original CM from Dynamix, even so, this is a must for fans of quality football management sims. ■

Reviews!

# Rich pickings!



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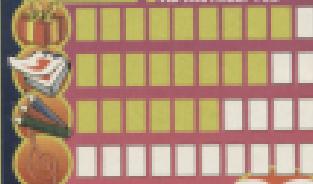
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Championship Manager Italia's very much based on the original CM from Dynamix, even so, this is a must for fans of quality football management sims. ■

# amiga FORCE Rating!

DEVELOPERS: IN-HOUSE

■ GENRE:	2
■ PLAYERS:	1-4
■ GENRE:	FOOTBALLISM
■ 1990 COMPAT: YES	
■ HD INSTAL: YES	



■ A game guaranteed to send you over the moon!

FEBRUARY 1994

amiga 131

## ReviewS!

# Rich pickings!



■ CodeMasters,  
£25.99

**C**esar Wazquez had a jaded view — he's the first of his species to discover a new world, known as Earth. Seeing the beginning of a great tourist boom, Cosmic turned back to his home planet spreading the good news. The only problem is, he betrayed the first rule of any professional tourist — he didn't record the trip on film! A serious gaffe for an alien tourist.

“*He’s been here since the beginning of time.*”  
—Hector, *Avatar*

The only option's returning to Guern, touring the sights, and this time, taking a Moody camera! Or, is there's one more problem — Cosmo's sick. He needs help raising funds to organize a return trip. That's where you come in — help the little tycoon collect the necessary resources, though it's easier said than done.

#### **Spurred on**

Your task's guiding Cosmic around his home planet of Lisekium. The object is completing loads of problems and tasks, in a particular order, no progress. For example, on Lisekium, fishing and playing the Fruit Machine may win money. Catching the Return-Busca causes the user to teleport to that area, while a passport can only be obtained by finding the Choco Booth.

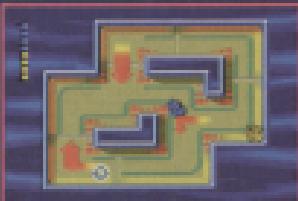
It's all about using the old grey matter to overcome the obstacles. Moreover, I found journaling on solutions by accident rather than

Each destination, including Lincolium, is densely space station and Demotica, an asteroid used as a huge ore factory, is divided into sectors. They contain other characters (Cavans) who fail to avoid getting objects from.

**game** There are a number of commands to use at the bottom of the screen such as *Move*, *Talk*, *Look* and *Give*. Simply position the cursor over the command and press **Enter**. Then do the same over the object or person to receive the *Gift*. Simple stuff, making the game easy to control and get into.

It's miles between sections of a stage there are hours of arcade-style screens to overcome. In fact 22 in total, including high-speed car chases, buried robot-attacks and classic space invader levels.

(Straightforward) platform levels also decreased mystery — all ended leading from platform to platform, blocking weird-looking machines. Kept an eye out for Cosmic bonuses to collect — they give a welcome bonus life if you collect 100.



The game's design is a 1950s science-fiction cartoon with bright, bold colors, banana-shaped buildings and spaced-out cartoon characters. The game also interacts with the humor. For example, if you use the "Poke-Up" command on the cute girl in the foreground instead of Clapé Carnard, the response is a wacky one (it's not exactly side-splitting stuff, but it does add to the overall cartoon atmosphere).

The two-player mode, to be honest, seems to have been thrown in as an after-thought with no real resonance to the main game. All it's about is shooting piles of your opponent. There are four arenas to choose from for a light-hearted battle — the idea is hitting your opponent more times than he hits you. Still, even a mindless-sapping start and a few little points in including this, it hardly adds to the quality of *Callisto* (spacemen). Oh well, it's harmless fun I suppose!

Chessmate is great to play and worth a look for anyone who likes a game requiring a lot of intellectual thought. It boasts heaps of sections, plenty of tricky tasks and a host of unique games. An original game that's just that little bit different.



# Reviews!

## Mark!

■ *Cosmic Spacehead's* definitely worth playing — the improvements in the sense of satisfaction achieved each time you overcome another hurdle. Believe me, it's not an easy game to play. The puzzles are tough to figure out and it's often more than judgement when you do. However, I never say no to a challenge and this game's certainly that.

The playability's complemented by great graphics and a well-designed '90s feel to the cartoon-style look of the game. It's a nifty little puzzler which should appeal to anyone who likes to tax their braincells. ■



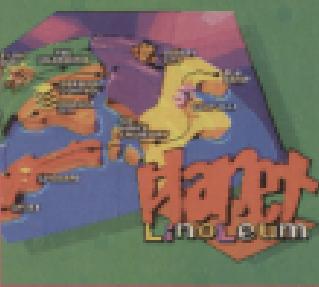
■ When in the Post Office, get the ready-made letter from the Enquiries Office. Then try to receive a return-letter from Cosmic Cousins, opening up a whole new section of the game! ■

# SPACEHEAD



The post office of *Cosmic Spacehead* is coming along just fine. Here do you want to buy your letters, stamps, and other items to help you continue on with your adventure.

■ (Left) The post office is a useful place to purchase the many items you need in your mission.



## amiga Force Rating!

### DEVELOPER: IN-HOUSE

DISK(S): 2	PLAYERS: 1 OR 2
GENRE: STRATEGY/ADVENTURE	
1280 COMPAT. YES	
HD INSTALL: YES	

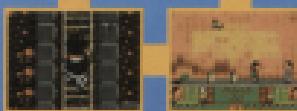
■ Good Buy *Cosmic* and go completely round the bend!



82

Reviews!

# Rich pickings!



Mark!

"On dear, on dear, on dear! What do you think are Alternative thinking of increasing fees at full price? I thought I had to be budget material until the boys at Alternative informed us it was actually £24.99. To be honest, this wouldn't look out of place on our budget pages. All we could get a better mark if the price was taken into account!"

"Allo 'Allo! falls down on every count. The gameplay is dull and uninspired, giving no incentive to carry on. Graphically, I found it unappealing and lacking severely in the sound department, with only a terrible tune to distinguish it."

"I've never been a fan of the comedy at that's not a plus on humour in the television sitcom and the game fares little better. Avoid like the plague or some Fleischman eating garlic!"



# 'ALLO 'ALLO

## Alternative, £24.99

With varying carefully, I shall say 20 centimetre, 'Allo 'Allo! is a class panel Alternative certainly aren't 10 feet churlish out their tail about of turbans at the moment — that other appalling TV farce, *The Muppets*, and *High Street* immediately spring to mind. It's all very well saying these other games are cheap, but that doesn't excuse the release of *Allo 'Allo!* like this.

This game isn't on fire in these tiles, to be fair. However, when you consider it's a full-priced item we are the standard of the game, we immediately assumed it was a budget release; you can see the lack of quality in there. Alternative have produced a truly awful game and I'm sad to say, it's an insult to expect people to spend £24.99 on it. I'm going to leave *Allo 'Allo!* and *High Street*, doesn't just a bit.

The concept incorporates the characters and some of the plot-lines of that's not too kind a word for the crap standards set by this terrible sitcom from the BBC2 series. You're in charge of the red cap parrot, René, or in hot-player mode, the other players control Michelle, René's bit of skirt.

The object is to guide René through the levels, avoiding the guards and the SOS in search of gold. His ultimate objective is to reach the Colonel's chateau, open the safe and replace an

original painting with a forgery. The painting in question provided much merriment for fans of the show. You probably know the one I mean. It's described throughout the programme as 'The Fallen Madonna with the Big Boobs' by Van Gogh (oh the art, we're not all an audience) — I think my eyes have just split.

### René's revenge

René throws bombs, helping him as he battles the guards — they say his energy when they touch him. Each level contains plenty of weapons René can use, including ready beers, boxes and fish to hit the guards. However, you're only given a short time to escape as the weapon merely stuns the guard, so he's only down for a few seconds.

The levels are simply very basic platform affairs with ladders to climb up and down, ledges to jump on and objects to grab. The graphics are poorly designed — there seems to be little attention paid to detail. There's some weird animation, such as a dog taking the longest piss I've ever seen!

The controls are sluggish and the game's boring. You end up taking hits from guards because you can't be bothered to waste time dodging them. All in all, a dull, uninspiring game with no redeeming features. I suppose they managed to make it just like the TV programme, after all.

**“A dull, uninspiring game”**

Tip  
time!

When climbing some of the ladders, try pushing against the walls on either side — you may find a secret door.

## amiga FORCE Rating!

### DEVELOPERS: IN-HOUSE

- DESIGN: 2
- PLAYERS: 2
- GENRE: PLATFORM
- 1990 COMPAT: YES
- HD INSTALL: YES



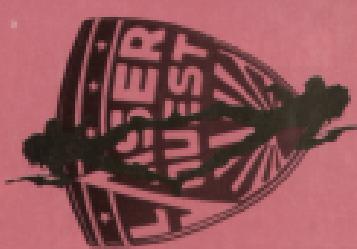
"Not much fun to be had in France. A poor effort at recreating a pace programme!"

Chris!

40

# Mortal Combat

# for people



Call the Laser Quest linkline now  
for your nearest Laser Quest  
arena on **0800 543210**.

**IT'S MORE THAN JUST A GAME**

Reviews!

# Rich pickings!



**Tip of the Month**  
When facing the large robot at the end of Level One, go to the gun on his arm first. These have to be taken out before any of your shots damage the rest of his body. Be patient. It may take some time, especially without missiles.



# TERMINATE THE ARCA

(Right) Check out the hard-hitting action as the Terminators do battle. (Below) If you don't guide John Connor's jeep through enemy lines all is lost.



## Virgin, ETBA

This is the Amiga version of the cult-up revision of the all-time great, blockbuster science-fiction movie, *Terminator 2*. The sequel to the equally superb *Terminator* (not exactly difficult to figure out), both of which starred that icon of gleaming steel, Arnold Schwarzenegger.

The second movie takes up the story after Arnie, the bad guy, had been dispatched straight to hell in the original *Terminator*. In the sequel, he comes back as the good guy, determined to save the son of Sarah Connor. The woman he tried so hard to kill earlier. Out to stop Arnie and save out the Connor family's a new, advanced *Terminator*-model, the T1000, changing shape to look like anything or anybody unfortunate enough to come into contact with it.

### Masta La Viste, Baby!

So there you have it — a packed version of the film we were all anseen, anyway. If you happen to think that's a swerve with you? The episode comes up smooth to wherein Maitai is the movie's plot — completing the game linear development, beginning in the future, returning to the present and saving the future, as the film. The Amiga version does the same, resulting in plenty of mindless bashing and gratuitous violence. Don't you just love it?

*Terminator 2*, an all-action, blast-everything-

in-sight type of game. It's not subtle, it's not exactly taxing on that old grey matter, either, but it's straight out of the *Operation Wolf* school of buster-games. When playing this, expect your trigger finger to get plenty of action — there's no let-up in the waves of Terminators attacking you in all shapes and guises.

There's a choice of a one or two-player game. In the two-player mode, player one must guard the left side of the screen and player two, the right. You can only be hit by bullets and bombs striking your side of the screen. Hits are shown by the depletion of your energy bar at the bottom of the screen. There's also a bar showing the amount of firepower you've left. The lower this gets, the closer you get fired.

To recharge the gun, there are power-ups — hidden inside crates dotted around the landscape — to gather. Blow up the crates, revealing extra bullets, missiles and laser, more powerful gun. To fire the missiles, simply press the right mouse-button; they destroy the enemies much quicker than normal gunfire.

You begin in the future, that year 2029, to be precise, after the machines have conquered the world and the Raynet computer system reigns supreme. There's a small band of resistance fighters left, who are determined to preserve what's left of the human race. These desperados are led by one John Connor.

In the opening hours, you make the way of Connor as he makes through the barren,

# TERMINATOR 2: THE GAME



Inhospitable landscape to search the Skynet and send a commando team in time, protecting his younger self. You begin trying to get to the human hideout, where the Terminators are attacking the humans huddled inside.

On screen you can see your gun sight, which has to be trained on the automated machines coming towards you, as the game scrolls horizontally across the screen. These early Terminators are just bare metal, they're accompanied by flying machines and larger, tougher robots. Once you've blasted past them, there's a large, mean-looking robot to dispatch before entering the human hideout.

The object in here is to destroy the Terminators — there are three levels on the ground floor — without shooting the humans. Once this level's complete, you protect a group as it desperately races across the surface trying to reach Skynet; it's impossible to protect these guys, otherwise you keep getting sent back to the beginning of the level. It's a unique how many frags these resistance forces have!

## Blood-thirsty violence

Later in the game you take the role of Arnie, trying to shield the young Connor from the T-1000 mutant Terminators. Again, there's no real need for a gun

**Plenty  
of mindless  
blasting.**

because there's really nothing to think about. The only option is blasting everything in sight before it shoots you.

## 'Interminable'

To be honest, this can get a little tedious after a while. The gameplay's fairly exciting to begin with, but, before long you realize all you have to do is hold your finger down on the fire-button and use the occasional bomb. Not exactly

### brain-taxing

despite the game's exceptional art with some brilliant backgrounds. The characters are also well-designed, with plenty of attention paid to ensuring they resemble the machines more than the肉體.

The spot effects are also good, with some convincing machine-gun sounds, as well as some atmospheric crackles and grunts from men and machines.

Unfortunately, this isn't enough to rescue the gameplay. It starts off brightly enough, especially if you're a fan of *Terminator* With Stun. However, after you've played this a few times, I really can't imagine you rushing back to play it again and again.

It's no more than a decent game. It's a shame it couldn't maintain the quality of both Terminator movies.

**Chris!**

## Reviews!

### Mark!

Smash, crush, kill and maim! This is one game taking no prisoners. It's ultra-violence at its best, or worse, depending on your viewpoint.

I don't expect to do much more than paint your own hide in *Terminator 2*, though. It looks like the greatest mission of Operation Warhead and its many clones. Simply aim at your target with the controller and press the trigger, dispatching it.

Despite this, I enjoyed playing T2. It's fun, especially when you really can't be bothered to do anything mentally taxing (since when did you ever attempt that? — Ed). However, I did find myself tiring of the killing after a while.

Compensating a little for this, the game looks good, with some minor graphics and smooth animation. I advise anyone thinking of buying this to consider what they want from a game. If it's mindless violence you're after, look no further than T2. You won't be disappointed.

## T2

THE ARCADE  
GAME

## amiga FORCE Rating!

### ► DEVELOPERS: ID SOFTWARE



- GENRE: 2
- PLAYERS: 2
- GENRE: SHOOTER/HORROR
- 1200 COMPATIBLE YES
- HD INSTANT: YES



A good game for blaster fans, but it could've been much better.

**80**  
37



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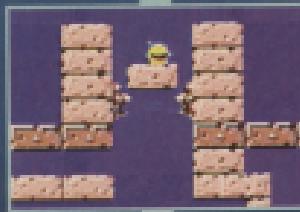
Reviews!

# Rich pickings!

# FURY OF FURRIES



Watch out for tiny-reading sharks in the Lagoon level!



## Mandscape, £29.99

There's a new gang of tiny characters in town and they go by the name of the Tines. These guys are considered the most mischievous creatures in the whole galaxy, but you'll get to see just how much damage can a small ball of fluff do!

Well, quite a lot actually! A select gang of Tines make an explosive stop on their home planet, intending to invade Castle Toom, being little scallywags, they played one prank too many on the journey home to turn around and head home.

On returning to their home planet of Sklump, the rebels realize things aren't quite the same. A particularly nasty Tiny known only as the Wicked One, is in power. He's taken the King prisoner and used a huge Metamorphose machine to change all the other Tines into either mischievous tools or savage beasts.

The speed is to save Sklump from the hands of the rebel Tines, controlled by the Wicked One. The Tiny World's future lies in your hands — if you fail, the planet's destined to be controlled by the wretched Wicked One.

I always like a good plot and this is nothing like a good plot. No, certainly piling apart. Fury of the Furries is a great little platform puzzle. It's actually quite nice to see some thought going into the game's scenarios as well.

Mischievous tines need to be concentrating on creating more little characters — the Tines follow him on the heels of Armed Chickens. Thankfully, these guys have loads of personality — check out the way they bumble. They also has his little legs or the cool dives performed by any of the cool divers. While it's true to say these effects are merely cosmetic, they still add to the general light-hearted atmosphere of the game.

## Testing the Tines

Your goals: reaching the Castle and saving the King from the Wicked One's clutches. There are eight regions of the Kingdom to negotiate before reaching the Castle, each containing loads of devious levels. The object of each level's overcoming the obstacles, puzzles and creatures blocking your path as you search for the exit sign. Each level has a duration limit, depending on difficulty, so there's no time to hang about pondering over puzzles!

A Tiny can run and jump with the best of them. Their movements are swift and responsive to the joystick whacking — vital in a game relying, to a great extent, on the precision of your leaps and the timing of your runs.

The Tines can also use four different magic spells, only available when the relevant Tiny icon is lit in the top-right of the screen. To transform your tiny, simply press down when stationary.

The spells are identified by their colour, the Yellow power allowing the Tiny to shoot bolts of energy at those boulders. The longer the line, the harder the boulder is to smash. The Red spell is the fireball; a yellow Tiny lets runs through flames. If you want to gain underwater, using the Blue power turns you into an aquatic champion. When underwater, pressing the fire-button splits water bubbles at any distance in the vicinity.

The Green power allows a Tiny to slash out a line and knock himself onto any object or part of the surroundings; it's possible to web up. He also pulls stones by throwing a line come tye — vital in levels where there seems to be no escape. Finally, the Pink spell creates a mad, marching monster. This Tiny is as hungry he eats meat of his surroundings. Give him a block and he happily chows down.

The animation on all Tines is excellent — check

“  
Playable  
and  
extremely  
addictive”  
99

# THE



out the muncher if you fancy a laugh. When he opens his mouth, it's bigger than the rest of him! This is just one example of the great sense of humour in Furrus. With an extra element that's always welcome in a game and there's plenty more to feed and enjoy.

### Furious Furrus

The action begins in the Desert region with some gentle lessons to get you used to the game mechanics. Believe me, once you progress further, things really become frenetic, and it's important to make use of the different tiny powers. If the icon is lit, it usually means Timy's necessary to complete the level and find the exit.

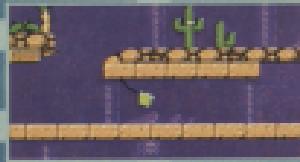
On many levels it's worth finding the colour-holes. When the Timy goes through one, he can gain an extra power if the corresponding coloured icon isn't already alight. However, walk through one of these holes, already possessing the power, and you lose it. Each subsequent passage through the hole will either activate or deactivate that power.

As you progress onto the later stages, it's an idea keeping an eye out for teleporters, marked by sparkling stars. Step on one and you reappear in another part of the level. The game's also full of bonus levels. Find these to get extra bonuses, collecting 100 to gain a extra life.

Part of the Furrus is both playable and extremely addictive. The puzzles are just hard enough to have you pondering for a while, but not too tough that they turn to frustrated annoyance. Everything is logical, it's simply a question of getting on the game's mysterious wavelength.

This game also boasts some great graphics and catchy tunes. I've mentioned some of the animation before, and it's worth saying again that the quality of the Timies makes for endearing new characters. It's rare we may not have seen the last of these cute characters.

**Chris!**



In the Lagoon, witness the alone Under the Moon, staring the water. Discover what we mean when you get there! ■



# Reviews!



**Mark!** This is one of those games that's too frenetic, it grabs you the moment you pick up the joystick. The controls are easy to use, with simple icons at the bottom of the screen and a very responsive control character. As far as the graphics go, this game is well up-to-scratch, with plenty of cut-off details, colour and great animation. This all helps to increase the game's popularity.

Play of the Furrus is a fun game, with plenty of humorous touches. It's challenging, interesting in the best sense of the word and has some cute control characters. This is a must for fans of the genre and is well worth a look for everybody else. ■



(Left) The Timies are resourceful little chaps. Check out this tough cookie, hanging on her deer like a bed of thorns. No prizes for guessing the outcome if he fell off! ■

## amiga Force Rating!

DEVELOPED: IN-HOUSE

DEVS: 5	PLAYERS: 1	GENRE: PUZZLE
1990 COMPAT: YES		
HD INSTALL: YES		

1	2	3	4	5	6	7	8	9	10

Terrific gameplay and hours of fun guaranteed.

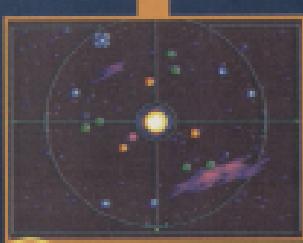
86  
41

Reviews!

# Rich Pickings!



# OVERKILL / LUNAR-C



More sheet damage than you can shake a stick at! Overkill and Lunarc-one dedicated to blasting anything that moves. Just the way we like it!



When playing Overkill, save your shield for the end-of-level guardians. Their destruction demands loads of hits, so any extra help always comes in handy.



# Cd!

**Chris!**

For once, I agree with the little down-the-boy. She's got the rating about right, considering this shoot-'em-up that are a CD32 release.

The games aren't bad, but make no use of the capabilities of the machine — a usual I always expect something more from a CD.

The only point I'd argue with Six is the addictiveness of Overkill. I loved the Healer when we had the Amiga version a couple of issues ago, the first, funnest and easiest getting better, the further into it you go — a great game, that's a must for shoot-'em-up fans.

But why bother getting the CD32 version? It's no different, so what's the point? I'm still waiting for the shooter to take the CD32 world by storm. Someone, please put that out of my misery!



# AND

## Mandscape, £29.99

**L**e's start by saying this isn't the sort of thing setting the CD32 alight. They're a couple of decently presented, impossible shoot-'em-ups, keeping me amused for a while — the problem is they're both average games. Overkill's no different from the game we reviewed way back in issue 13, while Six and Seven have been added to justify the release of the CD. After all, I don't think there's been Defence-zone, with no significant improvements, can merit being released as a full-price CD on its own.

### No killer-touch

If I look at Overkill first, I say I can't see in issue 13 seems to be slightly too high. That's the game's only weakness, despite the simplicity of design, but I feel the overall rating of 65 should be increased by around ten. Giving it a mark of 70 seems more accurate to reflect what's at the end of the day, no more than a good shoot-'em-up.

The idea behind the game's destroying an alien empire that's taken over the Solar System, battle through the three levels, making up each stage of the Universe, progressing to the next. That ultimate aim's reaching the aliens' home planet at the centre of the Solar System.

First, clear the three planes of all these evil alien invaders — after clearing one stage, you move on, engaging new enemies against fresh backdrops. (Besides you can do this, however, advancing the level, upgrade-bubbles. These give an instant update and altogether longer than the previous aliens, so advancing through the game's not pain.)

Helping you overcome the aliens are plenty of bonus weapons to pick up, including Triple-shots, extra speed and bombs for pepperin' any alien ground-attack. Your craft also is armed, activated by pressing the blue button on the joystick — it's limited and needs careful use.

Human commandos drop from the sky, destroying crystals on the ground, a former breed. However, if collected by the aliens, the crystals let them create new waves, attacking you. Picking up the humans gives you bonus points and allows them to drop back, destroying more crystals.

That's it for Overkill. There's nothing different in the CD32 game worth shouting about. The sound's about the only feature ahead — and it's nothing special! As I stated, this is a good shoot-'em-up, but not worth pushing the boat out for on the CD32.

### Lunar Lunacy

This game's no more than a like, making the CD look like value-for-money. Lunar-CD, a number of the mid-wait-up — the aliens come at you in easy-to-counter segmented waves, with no variation getting the alien going.

The idea's yours; you're the chosen hero sent to tackle the might of the Green forces of evil.

Success demands fighting through waves of waves of baddies before taking out their huge leaders.

Killing all aggressors in one wave releases a power-up token — grab them, upgrading a weapon/upgrade through a choice of stronger, quicker baddies. They include Plasma, the most powerful weapon when at maximum level; Affairs, a rear-mounted gun and Photon, for homing in on the alien signals.

You face the obligatory end-of-level guardian — again, those large powerful aliens take loads of shots to destroy. It's all very familiar, and not really very exciting. The graphics, as a CD release, are nothing to shout about, while even the sound's of average quality.

This is certainly the weaker of the two games. Though to be honest, as CD32 releases, neither much to get excited about. The sheer amount to set the CD32's wings will awaiting release.

**“**  
There's  
nothing  
different  
here  
**”**



## amiga FORCE Racing!

DEVEL. DIVERSI	EM-MOUSE
DEVR. CD	
PLAYERS. 4.0	
GENRE. SHOOT-EM-UP	
1280 COMPAT. YES	
HIS. INSTALL. NO	

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Reviews!

# Rich pickings!



# ZOOL CD



■ Check everything you come across, things aren't always what they seem. Balloons, platforms and objects often provide access to other parts of the level. ■



■ This is one of the all-time greats, offering hours of top-rate entertainment, especially if you use the option showing up to three voices.

Tastefully, everything's brilliant, producing a weird and wonderful environment and smooth, ultra-fast gameplay. This makes for a challenging, without ever being frustrating, dose of platform-adventure.

My only criticism stems from the fact it's a CD32 game. On the level, the innovation or enhancement to the playability has been attempted. Fans of the Amiga version may feel they've wasted their money if they splash out for what's essentially the same game.

Even so, it's impossible to criticise Zool for too long. The game's too bloody addictive! If you own a CD32, and don't possess a single version of the game, get this — you won't regret it! ■



If it's not advisable to hang around for too long — a bolt from the blaster can hit you. Watch out Zool can still create

## Gremlin, £29.99

**W**HEN YOU first heard of the home of the Nintendogs, please put your hands up. As I thought, everyone in the world would know all about the tough, little bug called Zool.

So it has to be him who's got his own sequel out on the Amiga pre-release and a million miles away from this page! It was inevitable that, at some stage, the CD32 version of the game would show onto my desk for review.

Now that it's arrived, the question is: does the CD32 version enhance what's already a pretty damn superb game? Believe me when I tell you, I've had more fun with this Amiga version than any other I've played recently. I'm not sure if it's the added depth or the extra dimensionality that's been introduced among you, exploring who Zool actually is.

For a start, he's an interstellar space-traveler and the Guardian of the Ninth Dimension. He's a bit of a Ninja super-soldier who likes nothing better than running, jumping and sliding about!

He's also got an energy pack to add to his already off-the-Mars-coordinates skills, so well, he would be wouldn't he? The name of this mean old baddie's Kroot and he's assisted by his evil henchmen, Mental Block, Between Them They've paid applied to ordinary objects, turning them into deadly weapons.

Zool's quest is building through seven worlds, destroying it and preparing it by this deadly duo. That's the scenario for all the different formats on which you can play Zool. However,

you want to know how the CD32 version enhances the gameplay, don't you? Well, to be honest, it doesn't do much. The action does seem a little faster, but Zool has always been one of the most fast and furious games around, anyway. This apart, the graphics are, like most CD32 versions of games, merely passable.

There are some great musical scores and spot-on sound effects — the additional graphical are also fantastic. Check out the 3D-animated of Zool during the loading animation sequences, between stages, and when all your lives have been taken to see what I mean.

These few neat touches we're going to expect from the CD32, and they do add to the overall quality of the game.

However, the gameplay's essentially the

same. There's no harm in that if Zool CD's the first version of the game you're going to buy, but if you've already got the original, it's questionable whether it's worth purchasing.

### Pleasing platform action

The game itself is with a blower. You begin by selecting from the options menu — there are three difficulty levels: Easy, Normal and Hard. Which one you select affects the number of bonuses you have to collect on each level to progress to the next. On Easy you need 2%, Normal takes 50% and Hard requires 75% of the bonuses to be amassed.

You can choose to increase the game tempo by selecting the Fast option, only recommended for real Zool supremists! It also possible to have Invincibility on/off. Having it on means Zool slides along the surface for a bit before coming to a halt. This can be an advantage, if you want to slide under an obstacle, say, or a disadvantage — it's not much fun sliding into a row of spikes!

Drive into the game, it's high-speed action all the way. You begin in the Green World, full of rampaging Lopuchs. Attract, Attack, Attack! Watch out for the spikes, though. At the end of which you defeat a big, bad guardian, progressing to the next world.

There's lots of skill and strategy — the graphics are top-quality, with bold, colourful backgrounds, while the attention to detail in the game is superb. Check out the musical explosions in the Music World for just one example, others include the Toy and Pet Worlds. They're all blessed with the same standards of excellence, making this a hugely enjoyable platform game.

Throughout each level there are heaps of bonuses, helping you on your way. These take in an Invincibility shield, extra lives, and the weird Twozel bonus, allowing Zool to split in two, creating a doubles. This means you fire twice as many bullets, but it's also a bit confusing on screen particularly frenetic occasions.

Zool CD is good they the CD32 owners who don't possess the original. It's the best platformer available for the CD32 — the playability's amazing, combining awesome action with stunning graphics and sound. The only problem is if you've got the original, it's not really worth parting out for Zool CD. One version's really enough.

**The playability's amazing.**



**amiga  
FORCE Rating!**

■ DEVELOPERS: IN-HOUSE

■ DISK: CD

■ PLAYERS: 1

■ GENRE: PLATFORM

■ 1993 COMPAT: YES

■ MS RETAIL: N/A

Chris	89
John	89
Mike	89
Paul	89
Steve	89
Chris	89
John	89
Mike	89
Paul	89
Steve	89

Still a great game, but doesn't utilize the abilities of the CD32 enough.

amiga 45

# Reviews! Rich pickings!

# SENSIBLE SOCCER

## Sensible Software, £24.99

**P**robably the world's best football-simulation's making its CD-ROM debut. Yes, you've guessed it — Sensible Soccer, the game that's possessed many a humble reviewer, somehow across the CD-ROM screen!

The game's the same as it always has, achieving an awesome level of addictiveness with a simplicity of design and gameplay rare in a game this successful.

The CD-ROM version's best enhancement is the really great sound quality, adding a high level of atmosphere to the gameplay. The choices of the crowd escalate the excitement, especially in the two-player game. There's nothing more satisfying than hearing your team hysterics as you crash the ball into the back of the net. Mark knows exactly what I mean — he's been on the receiving end of as many drubbings in the Sensible Cup, he makes Brendon's efforts in the Premier League look respectable!

### Goal-less gameplay

Sensible Soccer makes no time in getting you to access the match. It's the mark of a good football-simulation when you don't have to wade through loads of options screens to get to the main menu. The match is where the action's at after all!

You begin by selecting a difficulty level, the type of competition you wish to compete in and the teams involved. There are 180 European teams to choose from and a selection of international squads.

Once you've settled on the type of match, you can select the weather conditions, length of the game and, just before kick-off, your team members and formation. Formations include the traditional 4-4-2, various defensive systems and all-out attack. These tactics can be altered during the match by calling up the bench. This pauses the game and puts you back in the tactix screen, allowing you to make a substitution or alter the formation.

Weather conditions change according to the month of the year you select to play in — this only happens if you elect to have seasonal weather on.



The pitch can be muddy, icy or hard among others. All the different patches affect the nature of the game, altering features such as the bounce of the ball, the way the ball slides off the surface and the ease with which the players can dribble.

There are loads of opportunities to score and up to six players can compete in a single game. At club level these include the UEFA Cup, a European Super League and the Sensible Cup. International teams can take part in the World Cup, an international league or a knockout cup competition. The players can rabbit to play暮 over one or two legs and choose to have extra-time and penalties, should the match be drawn after 90 minutes.

Once into the match, it's impossible not to become addicted to the sheer speed of the game. The playability's awesome, believe me — the CD-ROM version's got none of the attributes missing from Sensible Soccer that I could possibly imagine.

Joystick controls are simple, but provide you with a host of options when passing the ball. You can punt the ball long, play a short pass or a delicate chip, without having to think about the contexts. It's this accessibility that makes for the fast and furious gameplay. The players respond immediately to instructions, they tackle, run and jump smoothly and are surprisingly well-detailed considering how small the graphics are.

The referee's quick to punish any foul play. We found he tends to give a yellow card for fouls in open play. However, if you bring someone down as they beat in on goal, expect to be severely punished with the red card being mighty dealt.

In short, for the world's greatest Sensible Soccer fan, it can play it forever, whatever machine it's on. The CD-ROM version offers little new in comparison to the original, but who cares? If you've got a CD-ROM, Sensible Soccer's a must. It may not be a whole new ball game, but it's still a football-simulation that's always at its brilliant best.

**Mark** Sensible Soccer still comes across the genres, and this CD version's no exception. They've kept a few slight alterations, all adding to the game play, but essentially it's the same game, retaining all the original's thrills and spills.

The old argument concerning thought plays is that the CD version will never see the light of day again, and yes, they should have done more with the game, but I see no complaints overall.

It's very fast, incorporates numerous options, rules and leagues and features almost endless entertainment, especially in two-player mode. Comes highly recommended from me. ■



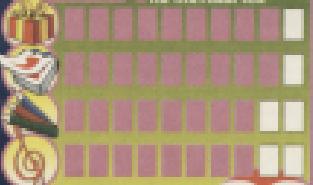
Rating corners in close to the goal-line. It's a little easier to provide a goal-scoring opportunity for one of your players sliding in on goal. ■

**“** The playability's awesome. **99**

**amiga**  
**FORCE Rating:**

### DEVELOPERS: INHOUSE

DISK & CD
PLAYERS: UP TO 64
GENRE: FOOTBALL/SIM
HIGH COMPUTER: N/A
HD INSTALL: N/A



Gamelogic have utilised the CD version's full graphical potential.



**Chris!**

**88**

"...Special mention must go to the Assassin games compilation..."

*Amiga Force*

"...excellent presentations..."  
"...well worth your time and effort..."  
"...can only be praised..."  
"PD - 1, Full Price - 0..."

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"...brilliant..."  
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"...smooth and polished..."

"...a new edge..."

*Amiga Power*

"...fabulous... good..."  
"...dark, accurate... plays like a dream..."  
"...a great conversion..."  
"...moody and atmospheric..."  
"...virtually sounds perfect..."

"...the Assassin, everyone's favourite PD compiler..."

*Amiga Power*

# ASSASSINS\*

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E & OE

Budget!

# Budget bargains!



Keep an eye on your Wizard's green energy bar. When this is empty, you have to wait until your next turn before being able to start casting spells again.

## LORDS OF CHAOS

**Buzz, £9.99**

**L**ords of Chaos is all about a bitter battle for supremacy between the Arch Mages. A society which used to bring in peace and harmony, with no wars or plagues, has been thrown into chaos by a build-up of magical powers.

They created hideously-deformed creatures that ravaged the land and brought the long dead back to life.

War now raged and in the afternoon, the once peaceful world fragmented into many scattered lands. The only ruler's chaos. Wizards battle singly to survive, while the only way to venture between lands is through portals. It's vital for Wizards to negotiate that different worlds are the only way to survive by collecting magical power.

Up to four players can take part in Lords Of Chaos, each one taking the role of a Wizard. The idea is to become the most powerful spell-caster and earn your power over the game's environment.

### Lordy, lordy me!

The action is viewed from an overhead perspective, with the characters being moved by using the mouse to position a screen-pointer and pressing the button to complete the command.

Once Chaos has loaded, there are a number of options to choose before you can enter the game. You can load one of four scenarios, decide on the number of players, pick a difficulty level and choose the time-limit on the game. Once they've been selected, the game moves into the adventure stage. This involves a sequence in which each player and their computer-controlled creatures take turns to move and take control of creatures.

First, all independent critters take a turn and

**"Easy to understand and access"**

then each Wizard has a go to move all his creatures.

The screen displays a grid into three sections. The main area shows the map of the world,

centering on the post you occupy at the moment. The rest of the map is in darkness until you begin to explore it.

On the right side of the screen is a list of options, displayed as icons, which is brought up by clicking the right mouse-button. This tells you what's going on in the world — describing the state of the creatures you control. Finally, at the bottom of the screen, messages provide information on events and objects.

### Focus Focus

When you click the cursor over your Wizard he's activated, allowing you to move him or select other actions such as spell-casting or giving him a quick feed.

The Wizard's icons include the instructions to cast a spell. The spell icon contains all the magic you can perform at that moment. By moving the pointer over each spell you can see the spell level, indicating how powerful you need to be to use it, and the cost in power of actually casting the spell.

There are 17 different spells in Lords Of Chaos, including Frost, Enchanted and Teleport. 27 of these magic tricks are Special Summons spells.



They let you call up creatures from another dimension, including Demons, Unicorns and Mergys to do your bidding. They all perform specific functions. For example, the Unicorn can be ridden by your Wizard.

There are lots of other functions to access. The Wizard can pack up objects in his house, open things to discover special items and order a creature to do better with an independent became.

Graphically, Lords Of Chaos is nothing special, but as a fantasy strategy game, it doesn't really need to be. It's more important that all commands are easy to understand and access — here Chaos responds quickly to instructions and using his other commands is no problem. The game itself is tough to play to begin with, so patience is required to succeed. This is a good game for fans of the genre, and at only £9.99, it makes sense giving it a go.

**Star!**



I'm not into role-playing and fantasy adventures, to be honest — Dungeons and Dragons has always left me cold.

However, considering my aversion to the kind of game, I was pleasantly surprised by Lords Of Chaos. It's a well-packaged game that's got the added bonus of being extremely playable. Controlling your Wizard's simple, with responsive mouse controls.

The game itself is pretty neat, taking a more arcade-style approach to fantasy strategy. There's plenty to distract yourself in and it's not a bad release at all. I recommend this as a budget game to anyone, even if I do hate the genre nine times out of ten.

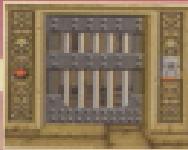
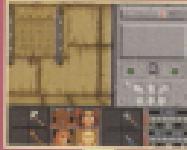
**amiga  
FORCE Review**

**A well-designed fantasy adventure, with a strong strategy element.**

**83**



# BLACK CRYPT



## Hit Squad, £12.99

**I**t was a dark day in the country of Astera when Estebon Phantiger, a powerful cleric, was banished for the most despicable and unspeakable acts... imagination. Hence his evocative name, I guess.

This happened 20 years ago. A year after the event, Phantiger returned to fulfil his promise of revenge, bringing forth an army of demons and other undead creatures he had power over. Astera.

Years later the Four Guards of Astera unite to banish the evil one again — this time to another dimension. Everything returned to tranquillity until now. The dimensional rift is slowly opening, your squad is to put together a band of the bravest adventurers in the land. They must capture into Estebon's dungeon and retrieve four magical weapons, sealing Estebon away forever.

In typical Dungeon and Dragons-style, that's the heroic scenario behind the latest budget adventure from the Hit Squad. Originally from Electronic Arts, Black Crypt's a huge, sprawling adventure that takes some playing. This isn't the type of game you can get stuck into without checking out the instruction manual. It's tough to play, expect to die regularly to begin with, and if you don't refer to the maps in the manual, expect to get lost easily!

### Greatly Recommended

The first step on the adventure trail's selecting your motley crew. There are four characters to pick — a Fighter, a Druid, a Cleric, and a Magic-User. Choose each of the four in turn from among different experts in that field. You select from heroic-looking characters, ordinary Joes and hideously ugly miscreants. Again not what they look like, but what they can do for you.

Each adventurer has a set of attributes. Once

you've chosen the characters, the next step's deciding on how you allocate their strengths and weaknesses. Skills include Power, Intelligence, Dexterity and Wisdom — you can award points out of 20 to each one from a limited supply. However, it makes sense making your Fighter strong, quick and dextrous, while your Magic-User needs plenty of intelligence, control and wisdom.

The action's witnessed from the perspective of the characters. You move the party around a maze of corridors, searching for access to the later levels as well as the magic Spells, Runes and Items aiding your quest.

At the bottom of the screen are the four adventurers' faces.

Next to each are gauges showing the current state of the character, his fitness and the weapons he holds.

Clicking on the right mousebutton brings up a several button menu, showing the objects each man's carrying in his backpack. This menu also shows things such as the food each one has, the different magic Spells they're carrying and any scrolls providing clues to the world. Bringing an object up to the face of the character you're controlling allows him to use it. Thus, after a battle, it's advisable using healing Spells and Food, restoring energy.

As you go through the dungeons you need to find Keys to get through doors. Teleporters for swift access to other parts of the level and Pressure-Plates to open other doors. It's not an easy game to play but it's a satisfying one, nonetheless. I found myself forgetting the time as I battled in success.

The graphics and sound are both intended merely to set the scene. There are no thrills, just clear and crisp animation to detail ensuring you never have trouble working out what's going on. Extremely helpful, believe me, in a tough old adventure like this.

Suffice to say, Black Crypt's a great addition to any adventurine-seekers budget library.



■ *Black Crypt* brought back memories of that other classic adventure, *Dungeon Master*. While not quite in the same league, this offers a tough, atmospheric and interesting adventure, with impressive depth to the characters' abilities. This problem is quite similar with previous games, locked doors and force-fields making up the older tests. If you're new to this type of game, then you could do much worse than the others. Those who already have an idea of what to expect certainly won't be disappointed.



■ Answers check for blinding walls should you return to the last of a dimension. There are plenty of them about, leaving you having to find a long route through the maze and wasting precious time.



**amiga  
FORCE** Rating: **89**

A brilliant game for fans of the genre.



# Budget! Budget bargains!



# ASHES OF EMPIRE



## Digital Integration, £16.99

For what seems like a trillion years, this game finally loads, so do you think. In fact, after playing for a couple of minutes, you feel the urge to swap discs once again.

This isn't my idea of an interesting game; it's too boring to make reading through all the options and the outrageously huge instruction manual worthwhile.

Okay, I'm sure diehard fans of this type of economic/political-simulation may find something of value in *Ashes*, but I'm afraid I'm not one of them.

The overall aim of the game's bringing peace and harmony to the entire USSR. To achieve this, you pacify five USSR Republics — Russia, Rupskistan, Belarusia, Moldavia and Demoria. Pacify a Republic by either controlling the capital province and at least two other provinces, or all provinces except the capital.

### The nuclear threat

Making peace takes plenty of time and patience — well, a hell of a lot more than it'll have anyway! You've got to achieve four different United

Community programmes in the province; these are UC Building, UC Devotion, UC Propaganda and UC Ethical Harmony. It involves a great deal of jumping around between numerous option and control screens, as well as plenty of disk-swapping, of course.

The programmes need to be completed to calm a province. For example, Demoria involves removing buildings threatening the area's well-being, while Ethical Harmony requires the support of different ethnic groups in the province, clinching their votes in the democratic elections.

There's limited time before your efforts become undermined by the actions of reactionary groups. They're vicious — let's just say their idea of disrupting the peace lies in launching a few nuclear missiles.

Here, we're broken off. Fortunately, a rules explaining a province makes it difficult to poach the people living there. Who'd have guessed that? Personally, an exploding核子 in my backyard always made me feel really happy! As you may have gathered, this game isn't my cup of the sweet, steaming stuff. It's too long-winded, and ultimately, irritating to win my support.

**Too long-winded**

99



Ashes is created by that brilliant programme, *Mike Singleton*, and he's produced yet another classic fine game. I really don't understand *Stalin's* problem with this strategy-simulation. Okay, it's complex, but a little intellectual thought never hurt anyone did it?

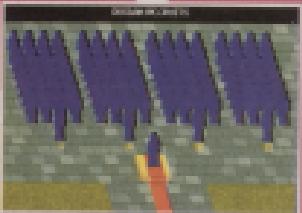
The game is based on the historic events that took place in Eastern Europe not so very long ago. You must enter a treacherous land and fight the right factors to bring order among the turmoil and despotism.

These are rather small graphics for a game this huge, and a high degree of interaction between you and the programme — you're drawn into the action and get swept up in the atmosphere of diplomacy and military action.

*Ashes* is an innovative adventure that's got the perfect scenario for our politically-correct times. As a budget game, I recommend this highly. Even if you're not a fan of the genre, it's worth taking a look when the price is this reasonable. You never know, it may broaden your horizon!



If you buy the game, it's imperative you read the introduction manual. Trying to get straight into the gameplay's a waste of time and only results in misery.



**amiga**  
**FORCE Rating**  
**79**

May appeal to fans, but others steer clear. Very involved and complex.



# Budget!



# SILENT SERVICE II

## Digital Integration, £16.99

**O**nly recently released as part of Empire's Combat Classics compilation, in the game you take charge of a submarine during World War II — opt to light anything from an individual beam to the whole of the wall.

The first step is selecting a difficulty level, ranging from introductory (the Japanese convoys don't stay far) and are very slow to reach to Ultimate, described in the manual as harder than real life — obviously by someone who's never been in a submarine during a war. I tested, personally, it isn't imagine anything worse than being confined inside a dark submarine, but then perhaps that's just me!

Choosing a submarine type from the nine available is the next move. They're listed in ascending order of size, including Old S-Class, the world's oldest post-WWII S-Class, a modern Gato sub, and Gato-Class, the standard US Navy sub. You then elect to use battleship torpedoes, which never miss, or homing torpedoes, which have realistic faults and may be duds.

### We dive at five!

Cross into the game, a list of icons at the bottom of the screen accesses the different functions and cheats available. You can check the sub's bearing, its position in the Pacific Ocean and the location of enemy craft. There's also a paracope (it wouldn't be a sub without one), giving you a

Captain's-eye-view of the surrounding sea — you rotate left and right to view the area. The graphics in this, and most other sections, are comprehensive and well-designed.

The game's not the most fast-paced in the world, but it's the sort of thing I imagine appealing to war-buffs. The historical engagements are accurate and the instruction manual informs you of what occurs in these battles.

The conflicts you get to participate in are all named after the Commander of the submarine involved in the battle. For example, you can play as Commander Kondo's fleet, (Captain) in charge of a Gato-Class submarine in a fight against a single, unprepared Gato-kai. In the real engagement, 11 of Dager's 14 torpedoes missed every duty. Of course, you can choose battleship torpedoes to pursue opponents when they're tired.

Another scenario puts you in the shoes of Richard Kiley O'Kane, commanding the Tang, an improved Gato-Class submarine, as your radar picks up a convoy of ships going away from you. In reality, O'Kane circled around the vessels, coming to rest in front of them. He destroyed three Japanese ships and the Tang escaped unharmed. The question is, has your team in this engagement followed the course of history? This is the fun of the game, providing you with what situations.

*Silent Service II* is worth a look if you like the strategy genre. The actions faithful to the reality of the World War II engagements, while the game's well-designed. Those who don't like to these kind of games may find it a little slow. I'm afraid my tastes fall into the latter group.



Tip time!

When involved in a naval battle, don't open fire with your deck guns unless absolutely necessary. Firing the gun gives away your position to an enemy ship in the area.



Math

*Silent Service II* is a sequel along to the starting. It was well received on as first release as a Microprose product and still holds its own now as a budget title.

The idea involves getting your sub silently into the target zone. Dispatch the enemy ships and transports once again into the Pacific Ocean's uncharted depths. The strategy and battle sequences are engrossing and achieving your objectives is a rewarding experience.

The whole package, including the comprehensive instruction manual, is a real insight into the world of the world. While it's submarine Commander, I enjoyed the experience and I think a lot of other people did the first time round. It's worth a look, if you've never played the game before.

**“Appealing to war-buffs.”**

Chris!



**amiga**  
FORCE Ready!

A faithful recreation of the battles fought by the brave men manning ships in WW II.

**amiga 151**

Public Domain!

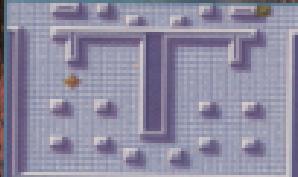
# Going

**Mr PD,**  
**Ian 'Where's**  
**my Anerok!'**  
**Osborne has**  
**gone. He may**  
**be missed, but a**  
**breath of fresh**  
**(ish) air's about**  
**to blow through the**  
**PD and Shareware**  
**scenes. Take a**  
**bew please, Stix**  
**'New Kid On**  
**The Block'**  
**Jones...**

## TRAX

■ Magnetic Fields  
(Shareware)

**T**his is a spin-off of the classic pole position racing game. You control a car with a single joystick and a mouse. You have to collect coins and avoid obstacles.



So, what's the point? Well, there are two levels. Right, each level starts with a selection screen where you get a choice between 10 different power-ups. Basically, there are 10 choices, six basic bonuses and four advanced bonuses, but they're all exclusive. There are also some other choices like the number of cars, the number of laps and the speed limit.

The game is a track-based racing game for one player. The track consists of a grid and navigable by using arrows. You can move forward, right, left or up. You can also turn left or right to go around obstacles. You can also use the power-ups to speed up or slow down. The game ends when you run into a wall or if you run out of time. It's a simple yet fun game with a few surprises. It's a great game for those who like competitive elements of competition. And it's free so why not collect the disc and download it for free today. Playing. Loading, playing and the user interface is great. That's all I have to say.



## ICE RUNNER

■ Magnetic Fields  
(Shareware)

**T**his is another in a long line of PD-performers. Each level contains new screens of playing area, things to collect and little guys chasing you. Grab all the fruit, while avoiding the obstacles, to progress to the next level.

Moving now, but Ice Runner's still a fun, little game. True, it's never going to win any awards for graphics, sound or playability. However, if you're stuck for something to do for about an hour, this can fill the void.

The game's simple — you're up the creek on various icy levels, with only your trusty joystick for company. Why you're there, nobody knows. The only way to progress is collecting all the fruit on the level.

Unfortunately, there is a going of many blocks.

## FIREFLY

■ Magnetic Fields  
(Shareware)



**M**any years ago, I had a PD game called Firefly. It was a great game. Playing it was like being in a cockpit, with up and down, left and right, being the controls.

It's based on the usual space idea — a really nice-looking landscape, which you need to travel through shooting everything in sight. You have to land to move diagonally across the planet, shooting it to knock it off. Then you've got to make it to the landing pad. Once you're there, you can start the jet and fly again.

shooting and dodging your every move — where you go, they automatically follow. The only way to stop them is shooting a hole through the ice with the package (basically, these guys are none too bright, so if you stand on the opposite side of the hole, they run into it). Quandrant. Once they're in the hole, you can survivor their heads to escape. Keep them in the hole long enough and the ice softens, sealing them inside.

As it was, this is a neat little game that's just addictive enough to keep giving it a look.

Another worthwhile effort from Magnetic Fields.



# Public Domain!

It's time for the public domain fun with plenty of exciting games, all determined by strategy and guts. The drivers compete in simple track battles, but there are many surprises, so keep driving, since the driver's goal is to reach a couple of well-defined finish lines. You can play alone or against up to four other drivers, but the driving is always the same. It's a race, after all, so you'll have to be a bit careful, but the driving is smooth and fun. The game is set in a futuristic world, so all the action is fast-paced and intense. You'll need to plan your moves and act fast. But don't let it stop you from having fun.

It's a great game, but it's not the only one in the collection. There are also racing games, like "Road To Hell" and "Road Rash," and racing with multiple cars, like "Road Rash." These are just some of the many games available in the collection, so if you're looking for a good game to play, look no further than the Amiga Public Domain Games collection.

Finally, you only need to pay for the games you want to play. You can buy them individually or as part of a bundle. So, if you're looking for a good game to play, look no further than the Amiga Public Domain Games collection.

Overall, the Amiga Public Domain Games collection is a great choice for anyone who wants to play a variety of racing games. It's a great way to have fun and stay active, and it's a great way to keep your mind sharp. So, if you're looking for a good game to play, look no further than the Amiga Public Domain Games collection.



## ROAD TO HELL

**Magnetic Fields**  
(Shareware)

### Road To Hell



by PG Hark

**R**oad To Hell opens with a well-presented, digitized picture of a rally car. However, start playing the game and you find this has nothing to do with the action, apart, of course, from being a picture of a car.

This is certainly no gentleman's race, like say the Lombard Rally. Oh no, here your main aim is to blast the opponent off the road. It's a one- or two-player game, with no holds barred and no prisoners taken.

The first step's selecting a driver to race. The name of my resources. Well, given you some clue to the less-than-handy nature of the action. After choosing your driver, an array of optional car extras are displayed. You've £3000 to spend on anything,



Driver Profile



you can afford or take your additive banjo! Items for purchase include Missiles — at £100 a throw, these boulders can destroy the other racer — £300 Smoke Bombs for blinding your opponent, sending him spinning off the track, and £3000 Armor-Plating, sealing you from enemy missiles.

The action's viewed from a bird's-eye perspective. You race against another car, with the choice of simply outpacing or blasting it from the track — if you've got some missiles handy.

The graphics look really good, the track's relatively not the China Seas, song of the same name, and the gameplay's hugely entertaining.

The controls are very simple — press fire to accelerate, and take your finger off the button to slow down. Left and right move you round the track; pressing forward fires your Missiles and pulling back releases a smoke screen.

The two-player game's great fun. The screen's split, so each player can follow his own car. All in all, a game well worth the asking price.



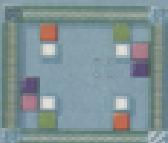
Electrossoft



# Public Domain! ASSASSINS #144

**■ Roberta Smith DTP  
(Compilation)**

**H**ave you ever wanted to become a secret agent? Well, now you can! Secret Agent is a compilation of 10 classic Amiga games, all specially created for Amiga users, though they could be the Roberts' titles for any computer. There are also four new games included.



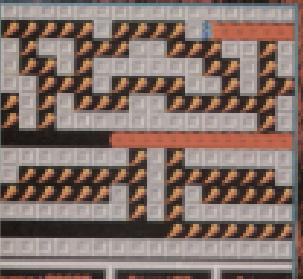
## BRAIN-SHAKE

This popular puzzle game involves shaking blocks of colour in a 4x4 grid until they all match. It's a mind-bending challenge, and there's a lot of fun to be had. The game has three levels of difficulty, and each level contains 10 puzzles. The graphics are simple, but the game is addictive. It's a great way to pass the time, and it's sure to keep you entertained for hours.

## MISY MIRELLA

The idea behind this collection of shareware games is to help you learn about life. It's designed to get you to think about what really matters in life, and to help you start thinking about becoming a better person. These games are educational, informative, and inspiring.

All your basic needs are taken care of, from food to shelter to clothing. You'll learn how to live a healthy life, and how to make the most of your resources. This is a great game, and it's sure to help you grow as a person.



The food without advertising, but for how much? An unusual and odd, but such odd...  
The most interesting thing about our software is probably the cool Money and the nice-looking art of these games based on educational software. I would really appreciate that to play them again.



## SELECTION

This is a collection of 10 very short Amiga games. It's a mix of simple, fun and odd games. There are not many of them, but a lot of them, though.

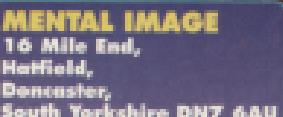
A couple of them are quite difficult, it includes some small but polished collections of fun games. The others are a mix of odd and random games. The collection is a mix of short and long games, which are extremely good to play.



## CUBE

What have you got about? Games that appeal to many people. Cube is one of them. It's a great game, and it's a lot of fun. It's a great game, and it's a lot of fun.

Not much else to say really, except that it's the easiest game of its type - the best fun can be had with a few games of Cube.



## MENTAL IMAGE

16 Mile End,  
Hartfield,  
Doncaster,  
South Yorkshire DN7 6AU

Licenceware - £5, PD collections - £1.50.  
Cheques and Postal Orders made payable to Paul Robertshaw. Write for further details.

# PUBLIC ADDRESSES

Here's a round-up of all the important Public Domain and Shareware addresses. If any other company wishes to be included, then send in some titles for Blitz to run his expert eye over, well he'll try to play the games a bit, anyway. Also include your address for publication.

## ROBERTA SMITH DTP

190 Filledon Way,  
Hampstead Garden Suburb,  
London NW11 6JE  
Disks - 90p each,  
+ 50p P&P.

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# amiga

## FORCE

# Playing TipS!

The biggest, the best, the one and only Amiga Force Tips Section! This month we bring you the round-the-worlds guide to *Stardust*, while the roughest, toughest beat-'em-up around is tamed by our intrepid tipsters. Plus don't forget Cut-Out 'N' Cheats and readers' Tips Bits!

There are many foes throughout Stardust's worlds. All must be overcome if you're to have any chance of entering the Special Missions and Warp-Tunnel sections. Here's a guide to surviving the many pieces of space debris, all intent on crushing your ship into space-dust.

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**60**

### MORTAL KOMBAT

Are you tough enough to enter the pit? Use our exclusive guide to kick the stuffing out of every character in Mortal Kombat. From Sub-Zero to Shao - all you need to know to punch, kick and maim!



**70**

### ALIEN BREED 2

A complete guide to the complex levels of Alien Breed. No foreign body escapes from the Amiga Force arena!

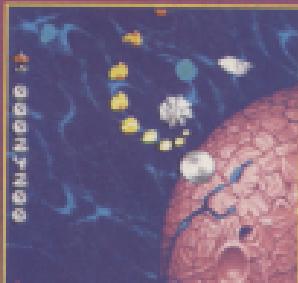


**70**

**74**

### LEMMINGS LIFELINE

Yet more Lemmings Measures from our team of caddy experts!



**56**

amiga  
force

FEBRUARY 1990 ■

# STARDUST

## SPECIAL MISSIONS

■ Special Missions are only really worth entering if you've plenty of lives and a lot of patience. Guide your ship with great care around the underwater caverns as contact with any wall means instant death.

Dotted around the walls are green arrows, indicating the safest route to the exit. When moving around the caverns, only use very short bursts of thrust to correct position. More usually, whilst you're flying at full control into one of the walls;



## ORBIT PLATE

■ The Orbit Plate's a large, shiny disc. Although it's easy to destroy, the frustas it launches can hit your craft unexpectedly from behind.

Wiping out the ship's not really a problem — just keep a good distance and blast with laser-shots. About ten hits are sufficient.



## KILLER ORB

■ When the Killer Orb approaches, head to the other side of the screen, turning to face it. It opens up and fires — now shoot at its centre, the only place where you can cause any damage.

When the Orb's lasers get close, activate your shield for protection. Switch to the other side of the screen when the Orb moves again and repeat the whole process until the ship's destroyed.



## Playing Tips!

### TRILONS

■ The Trilons appear as two diamond-shaped ships joined at the tip. They spin around the screen until they reach the centre. The ship then splits into two separate parts — both attempt to push your craft into the incoming trilon. One touch from either ship will kill.

Destroy them by throwing the craft away as soon as it appears. Upon destroying the one half, the other loses bearing for a short while — this is your chance to escape and wipe out the remaining ship.



### BEETLES

■ The Beetle-Ships travel in schools, moving randomly around until closing for one kill.

Although the ships have no arms, they're moving so it's very easy to collide, destroying yourself. Pass the Beetle Level by keeping your finger on the fire button, and not remaining in the same place for too long. It's much harder for the ships to home in, and surround you.



### SPACE WORM

■ You travel at full throttle in your bid to destroy this lot.

The best method of attack is staying on a straight line either across or down the screen. The worm then stays hot on your tail, forcing you to turn and break chunks out of the seabed.

The body is the only weak point — but watch out for pieces flying off when you shoot. They explode almost immediately, inflicting damage to your ship if it's nearby.



# Playing Tips!

## WEAPON TRANSPORT

The Weapon Transport's more of a bonus ship than a serious threat. Resembling a small bullet-shaped craft, it moves gradually across the top half of the screen. Transports only pass once across the zone, so ensure you blow them up as soon as possible.

Damaging the ship rewards your craft with an extra bonus weapon. The weapons are all contained in their own section later in this guide.



## FIRE-SPILLER

The Fire-Spiller is a real pain, moving slowly across the screen. As it moves, it spins in circles and throws out an arc of fire from the centre. Contact with any band destroys the ring.

The only way of destroying it is approaching from the blind-side and jumping it full of shots. It takes about ten hits before the ship finally disintegrates.



## BOMBERS

The large ships initially appearing are not the real danger here; attacking a bomber. Avoid the large ships as you want for them to pass by, and release your own threat, the Five-Faces.

They attack in much the same fashion as the Fire-Spiller and should be handled in exactly the same way.

The main advantage of attacking forces is that, when they strike power, it's a lot easier deactivating them while they can't release.



## MINE-CHOPPERS

Mine-Choppers are possibly the most deadly enemy. Automatically drawn towards your ship, they're large discs with spinning blades on top. Avoid at all costs as contact annihilates your ship.

At a short distance away and fire with every available weapon to destroy them. Dodge the silver orbits they release. Instant-killing bats, they're a ready field of exploding and sending waves out in all directions.

# Playing Tips!

## MISSILES

■ Homing Missiles are the most deadly weapon in your arsenal. They destroy almost everything, but there's one you use them sparingly as there's only a very limited supply.



## BONUS WEAPONS

■ The bonus weapons can only be collected from the Weapon-Cameras on each level, so ensure you grab every one. Some prove vital if you want to survive the later levels.

### THREE-WAY

■ The Three Way weapon is one of the first to collect and can be very useful in almost every level. The Three Way fires three projectiles in different directions.



## PLASMA

■ Selecting Plasma gives you a multi-purpose weapon — the energy-pulse is about equal to three normal ship cannons.



## BURSTER

■ The Burster releases a flaming orb, exploding on contact with the opponent. Although the weapon looks good when fired, it's not really that potent — mainly due to the delay in launching the projectile.



## BOUNCER

■ The Bouncer exists in areas with lots of enemies floating around. It ricochets off anything it hits, so you effectively get two shots for your money!



## FLAMER

■ The Flamer is the weapon used by the Fire-Spitter and Flame-Heads. It's particularly effective while your ship is spinning — it fires in an arc and turns your ship into a mini fire-spitter.



# MORTAL KOMBAT



## DEATH MOVES

The game creating uproar amongst do-gooders bears its violent head on the Amiga.

Furthering your blood-letting escapades, the A-FORCE crew have spent many hours in the pit with Sub-Zero, Scorpion and even the lovely Sonya, producing these player's tips for every character. We've even included the world-famous Final Death moves!



### TELEPORT

Consisted of an special combination moves, make sure there's sufficient room to teleport behind your opponent. Teleport and then latty with a fury of fast punches to your opponent's head (front behind).



### TORPEDO

The Thorpedo for pushing opponents away, allowing you to inflict a combination move. It's also useful for gaining distance to launch Raidenicty.

### RAYDEN

The Thunder God's an excellent choice for the intermediate player. His special moves, speed (proptyle), finish off almost every tournament fight.

Joystick-wielding should be in tune with our descriptions for maximum effect. Explaining further, we use TOWARDS to describe 'towards' your foe, whether facing left or right. When we say AWAY — it means tap your joystick 'away' from the enemy. All button-presses are described as punches. If you've got a one or two-button controller, consult the manual to see how to inflict a punch.



### RAIDENICTY

Raidenicty is only effective as a long-range weapon. Using it when close to an opponent usually results in you being exposed to a beating.



### COMBINATION MOVES

For Rayden, start with a Thorpedo, driving your opponent across the arena. Follow up with a couple of loads of Raidenicty. Allow your enemy to close in, then Teleport behind and finish them off with a volley of punches.

### FATALITY MOVE

Raidenicty Outlast. Deliver a shocking experience, enough to send heads spinning, with the following moves: TOWARDS, AWAY, AWAY, AWAY, PUNCH.



# Playing Tips!



## JOHNNY CAGE

Johnny's one of the fastest and most agile Kombosters, clearing away obstacles on the joystick buttons.



### SHADOW-KICK

Cage's Kombatix Kick is similar to Raynor's Flambor - only execute it at safe distance. Hold too far, though, as the kick won't fully connect.



### FIREBALL

Let loose the Fireball at the beginning of a match, vanishing your opponent off-guard. In these combat, it's less effective.



### FATALITY MOVE

Power-Punch: Cage's devastating power-punch is carried out by closing in and pressing TOWARDS, TOWARDS, TOWARDS, PUNCH.



### COMBINATION MOVES

Start with a Fireball, then close in while your opponent's stunned, delivering a devastating Roundhouse. Then, rapidly execute a Shadow Kick, knocking the rival back far enough to deliver another Fireball.



### PACKAGE CHECK

Although the Package Check's fun, it's essentially a last line of defence. Only use it for draining sufficient energy, preventing any counter-attack.

### HEAD BUTT

Dive near, landing it straight to the forehead. Ensure you're close - a missed butt usually ends in a severe beating.

### FATALITY MOVE

Heart Attack: Reach out and hurt your opponent, using the following combination: AWAY, AWAY, PUNCH.



## KANO

Kano's steel skull makes his Head-Butts particularly devastating. That aside, Kano's comparatively out-of-the-ball.



### CANNONBALL

The Cannonball's effective at a distance - especially when your man is recovering from a vicious knockdown. Don't execute when your foot is on his back, as this attack is very easy to block.



### SPINNING BLADE

The Spinning Blade, as with almost all projectiles, is only deadly from far ranges. That said, unfortunately, can be traversed or counter-attacked with hardly any effort.



### COMBINATION MOVES

Deliver a Flying Punch, following with a volley of Head punches to the head. While your man is being infra-red, roundhouse and finish him off with a Head-Butt.

# Playing Tips!



## LIU KANG

Liu Kang, the Kung-Lao look-alike, rules around the arena. He also kicks with lightning speed.



## SUPERSONIC-KICK

This Super Kick's almost Unstoppable. However, only use it when your foes are at least half a screen away. Otherwise, you'll cover their retreats, leaving yourself open to attack.



## FIREBALL

Kung Lao's Fireball is one of the few projectiles of any use at close-range. It's due to the speed he receives, allowing him to launch straight into a secondary attack.



## COMBINATION MOVES

Liu Kang's combination comprises various kicks and punches at speed. Begin with a Supersonic-Kick; when you land, follow with a Roundhouse, then a sweeping sweep from most. When they approach, execute another Roundhouse as you land to catch them off-guard, before finishing with a Fireball.

## FATALITY MOVE

Execute a Super-Sonic Kick. Carry out this malicious move by drawing near, then using: DOWN, AWAY, UP, TOWARDS.



## VAN DAM SPEAR

Coupled with another move, the Spear can be devastating. Launch it then follow an Up-Cross. Letting the Spear loose, as your health's recovering from an earlier attack, allows you to maintain position, fighting a two-man match.



## SCORPION

Scorpion, a versatile and easy character to get to grips with, is ideal for beginners. With practice, he can also become as deadly as any pro.



## COMBINATION MOVES

Apart from the Spear-trick, Scorpion's best combination is Spear and Up-Cross; then leap towards the enemy, delivering a Flying-Punch. Next, inflict a volley of punches to the face, followed by a high-kick to the face.

## FATALITY MOVE

Execute by getting a short distance away and perform: DOWN, DOWN, PUNCH.

## TELEPORT-PUNCH

The Teleport-Punch is only potent if performed as you disappear in exactly the same position as the competitor. As you too has a nasty habit of moving while you're in mid-Teleport, most attacks are futile.



# Playing Tips!



## SUB-ZERO

Sub-Zero could be considered Scorpion's alter-ego. Picking the two fighters probably the most even combat out of all Romances, Sub-Zero's moves, once mastered, are a force to be reckoned with.



## COMBINATION MOVES

Sub-Zero can carry out similar tricks to Scorpion, using his Ice-Fire instead of the Scorpion. Also, start the attack with an Ice-Kick and Uppercut. Close in on the enemy, while he's still stunned, and strike with another Uppercut, followed by a Roundhouse. Before he recovers, deliver a Power-Slide.



## ICE-FIRE

Sub-Zero's Ice-Fire, like Scorpion's Roar, is more powerful combined with an Uppercut. Watch out, though, for the double Ice-Backfire, created by firing another blast while your opponent's frozen.



## POWER-SLIDE

The Power-Slide is keyword, though complex, and is only worth executing from a distance. This gives you a chance to retreat from the move, avoiding the counter-attack.



## FATALITY MOVE

Head-Pace. Ultimis his combination of moves: TOWARDS, DOWN, TOWARDS, PUNCH.



## REPTILE

You need to be in the Fit Level to battle with Reptile. If he's waiting, you see a shadow pass across the screen — it can do anything from a roll through to a quick rear kick. Now right-click Reptile's health and finish with Fatality. If you manage to survive 300 rounds without getting hit, it's a short fall into the pit and a fight with the green snake himself.



## SONYA BLADE

She looks cute but is definitely not a lady to be messed with. Reptile moves on her lack-power until her punches. Friends, stay to very wise.



## ENERGY-WAVE

Sonya's Energy-Wave effectively holds opponents at bay. In close combat, though, it's impractical. Use it to keep your foes at a distance, waving down their energy until you close in for the kill.



## COMBINATION MOVES

Begun with a Flying Kick, followed by a Leg-Toss and then a Roundhouse. Wipe out the enemy with an Energy-Wave, quickly backed up with a High-kick.



## LEG-TOSS

The Leg-Toss is the most impressive of all Sonya's attacks. Unless it's catch the enemy off-guard, if you're quick enough, perform a Leg-Toss and get ready to your opponent before he gets back on his feet. Execute another toss, removing large amounts of energy.



# Playing Tips!

**Frontier's back again! For those still stranded in this excellent space-trading and combat game, AMIGA FORCE presents the second part of our extensive player's guide. This month takes you even deeper into the far reaches of the solar system as you strive to become the elite of space-traders.**



Name	Growth	Disposition	Money
General Officer	Normal	Normal	2000
Major Officer	Normal	Normal	2000
Colonel Officer	Normal	Normal	2000

# FRONT



## MISSIONS

Be wary of mission selection from the bulletin board. Although some missions offer a high price for completion, they could cost the ultimate price — your life.

Until you're fully competent, avoid those involving one person requesting a fast trip to a certain area. It usually means they're into slaver-dealing, hunting you down and only with other space-traders and aliens.

In particular, a lady named Alison Backwards should be shunned at all costs. She plays well for her trips around the galaxy, but uses them to work against the Mafia — even completing one mission aspects them. It also leads to an increase in your risk of accident every system visited.

Cannons of fire or major weapons are usually a safe bet as they're only visiting friends in other systems. However, these frags are only really possible when you've acquired a ship large enough to make the big worthwhile.

A further emergency-use weapon is mission-carrying fast transports — stay alert at all times for an ambush.

Remember — only take deliveries which are on your route to another system. It's because the jobs don't really pay enough to take the risk of making large detours.

Scan the bulletin board and you often find packages need delivering. Always check the systems before accepting missions, as it's very easy grabbing the cash and realising too late you're carrying illegal items. When taking jobs from the bulletin board, be sure and half the cash in advance, preventing you losing out completely if your adversary decides to do a last-minute renege, paying off.

# Playing Tips!

# DER ELITE II



## THE OUTPOSTS

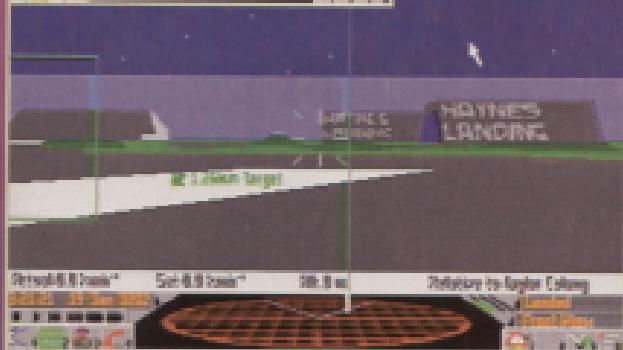
Guard against taking missions to the last reaches — unless, of course, you're doing the water run and the stop-offs on your way.

When you reach the outer-systems, stay alert and ensure the ship is fully-armed. Many systems are controlled by hostile religious groups. They don't take too kindly to visitors, resulting in blood-thirsty stations.

If you're armed to the teeth and have

no scruples about legal status, some systems can be very profitable for both gun-runners and narcotics-dealers. As an outlet, research the astronomical prices for items you require. However, remember — honest amongst themselves aren't really king in this game.

When plotting your route, ensure you don't make a detour through a Federation system. Otherwise, you could well find yourself a magnet for various police interests.



## CASH RUNS

Apart from the route between Sol and Barnard's Star, mentioned in our earlier tips, we've also discovered other areas are valuable sources of cash.

When going to Sol with computers, head to Paris to sell them, either through the bulletin board or on the stockmarket. They fetch a higher price than most other planes are Barnard. Take note to location, setting for the same reason.

During the cash-run between these two systems, always check bulletin boards for packages, passengers and resources to Promneaut. It's only a short duration and is quick way of boosting cash. For easy money, also carry luxury items to the port of Schneider Town on the planet Discovery in Procyon, 154 and Delta Pavonis — there's an acute shortage and top prices are paid for whatever you can take.

Check out outer-systems, especially ones close to Federal planets — water is a rare commodity there. However, missions are only worth attempting when you've a large ship, making the long journey more viable. Plan the route well and carry plenty of fuel, resulting being stranded in a dead system with no chance of return.

The easiest way of tracking down the highest prices is clicking out planetary information before going — concentrate on carrying major imports as higher prices are paid even for minors.

# Playing Tips!



## DANGEROUS ITEMS

Throughout Frontier, transporting certain cargo, including larger supplies of arms and native gases, attracts unwanted attention — especially through security systems. Also, carrying even two tons of liquid forces many pit stops to your ship. Use a heavily-armed craft if you're hell-bent on taking boosts and saving cash.

Keep cargo to a minimum through revised policies — the more cargo systems add your ship for absolutely any freight, especially any type of meat or water.



## ADVANCED NAVIGATION

Enemy ships have greater supremacy when you're approaching a planet. Find the nearest galaxy, utilizing Hyperspace to teleport to it. Fly for a short while before warping back to your original system. You now find you can fly closer to your destination before coming under attack again.

Repeating this procedure until you begin your final approach to the planet. However, there is one potential danger — make certain you're carrying plenty of fuel. It's obviously more worthwhile if you're taking freight or passengers, guaranteeing loads of cash.

If you're executing a jump into the galaxy with the Spaceport, fly a short distance through the present system first. Doing this reduces the distance to travel in the next a lot shorter, enabling you to avoid any ships which may attempt to intercept and attack.

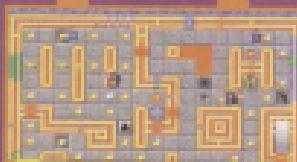




## Playing Tips!

# MEAN ARENAS

**Mean Arenas** takes the gameshow violence of *Smash TV* and mixes it with *Pac-Man*, producing the most addictive and deadly game appearing for a long while on the Amiga. There are many items throughout *Mean Arenas* threatening to burn, bash or blow you up! The key to successfully completing the game's knowing how to use each to your advantage.



### FIRE-SHIELDS

■ Fire-shields appear at random every second as an orange circle on the floor. Step into it and receive a shield around your body. You can never run into enemies, destroying them on contact. The shield only lasts for about two minutes, so bear this in mind by running into as many guardians as possible in the short time you're given.

The mean looks like a piggy bank one shield and quickly finding another. Instead of a new shield while still possessing your old one, and an explosion destroys all enemies.



### HIDDEN ARROW-LAUNCHERS

■ These little blocks are a real pain. The only way of telling where they are in the arena is by looking at the walls and floors. If you see a hole in the wall, immediately check the floor for a dark pressure pad. Touch it and you launch the arrow.

However, they're easy to avoid in most situations if you remember to cross the piece of floor in the same direction as the arrow. If this follows you down the passage, allowing you to side-step it before it hits you. Remember the "Launch" locations so you don't run into them when trying to escape from an enemy.

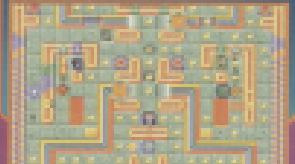
### BONUS METER

■ The Bonus Meter can be very frustrating if you don't understand exactly how it works. Every time you pick up a larger 10 cent, a letter is added to the word "BONUS". Whenever the word "BONUS" is completed, a letter is added to the word "CREDIT". When you've run up every letter, an extra credit is added to the menu.



### FLAME-UNITS

■ Although these hatchets are really deadly, use them to advantage by only crossing in front immediately after they've shot — particularly helpful if you're being followed by a weaker enemy. Simply run in front of the Flame-unit so the enemy halts, and seek up a hidden fee-



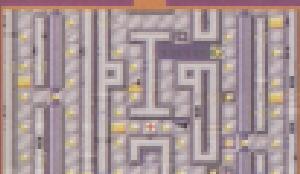
# Playing Tips!

## GUARDIANS

**Arena guardians** are many and varied. Some are very intelligent and can only be destroyed by shooting them, while others aren't as smart and wander into any traps set up.

## TANKS

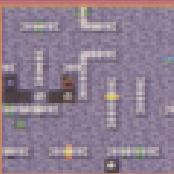
**Tanks** are very similar to Humanoids, though not as elusive. It's possible to lead these guys directly into deadly traps. The biggest drawback of leading one hollow is that, unlike Humanoids, Tanks can chase you across ice-fields.



## HUMANOIDS

**Humanoids** look like your main character and are also very clever. Once spotted, they can't leave their arena. Escape by either outwarming or shooting them into small pieces. They don't walk over traps so the same trick doesn't work on these guys.

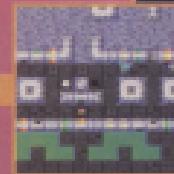
The only places where these guys don't follow a direct conveyer-belt or ice. If you've got one hot on your tracks and you're no arms, head across the nearest piece of belt or ice, leaving them stranded.



## ORBS

**Orbs** appear in many arenas from bonfires through to glowing bell shapes. Possibly the most dangerous, they're also the faster and most intelligent of all foes.

They can cross any terrain and are speedy enough to walk into any traps. Destroy these beasts by shooting them with one of your weapons.



## GHOSTS

**Ghosts** are slow and inflict little damage but can make the hell off low levels. They pass through anything including walls, making them tough to track.

They types appear, visible ones which are easy to outmaneuver, and the invisible — the most dangerous. There's no way of avoiding the invisible type and neither can be killed. (They're already dead anyway).



## TIPS FOR FAME AND SUCCESS

After many hours dashing round arenas and grabbing coins, we've collected hints allowing you to become the *Champion*!

When collecting coins, make sure you grab every coin from the area you're in — (in this case), backtracking and getting into more danger.

If you're surrounded by guardians and you've plenty of power left on your energy meter, a suicide run straight through the nearest opposition is usually the best option. You suffer some damage, but it's a lot less than the fame (or even death) sustained by staying in the same place.



# Playing TipS!

In a follow-up to the highly successful, *Alien Breed*, comes, of course, the sequel — imaginatively titled, *Alien Breed 2*. Well, unoriginal titles aside, *Alien Breed 2*'s a fast and frenetic blend of death, mayhem, aliens and outlandish weapons. In fact, the very ingredients making for another outstanding A-FORCE player's guide. Throughout *Alien Breed* are many traps, dead-end passages and, not to mention, vicious aliens — check out these crackling tips to delve deeper into the game!



There are plenty of extra credits to be grabbed here. Although they're as real use for the rest of the game, so it's really not worth the risk needed to collect them. It's much safer to just head for the exit.



As you run across this open space you'll notice a strange wind which attempts to blow you off course. Flight expert! This isn't all over, as it has a nasty habit of blowing you straight into a chopper's blades. Which of course leads to the demise of your poor little ship.



## Playing Tips!

As soon as you start the level, move straight to the right side of the fence. It stops you from getting killed by the two Choppers, according to towards you at the start of the menu.



Don't attempt to take the obvious short-cut around the bottom of the rock. You must pass through the gap and usually end up getting killed by a racing Chopper, passing over your head.

Dash through this area, avoiding the fireballs.



Never hang around as you go through this passageway. It's so small, it's impossible avoiding any fireballs or Choppers which may appear while you're in the corridor.



Starting this area rewards you with a nice group of bonus points. Unlike the other bonus groups, these ones are actually useful. Grab the extra momentum, as you need them if you're aiming, sliding you through the final area in the game. You need a key to enter this room.

LEVEL 16 - PLANET QUANTIC  
YOU HAVE BEEN CLOSERED. THE  
PLANET QUANTIC IS A SMALL, DENSE  
PLANET LOCATED IN THE NEAR BY  
THE SYSTEM OF STARS. IT IS ONE OF  
THE MOST DANGEROUS PLACES IN  
THE UNIVERSE. IT IS HOME TO A  
HIGHLY ADVANCED CIVILIZATION.



# Playing Tips!

## LANDING PAD

The Landing Pad's your invasion-point on the planet. The biggest problems are flying Fireballs, raining down from above.

There are also Choppers flying around the area with the sole aim of destroying you. However, the main objective is finding the entrance to the next zone and the relative safety of the infestation.



## ENTRANCE TO THE CIVILIAN BUILDING

Finding the entrance to the Civilian Building is tricky. From the start, head to the left corner of the landing zone. Pass through the two pipes before heading across the bridge. Move to the far left, continue across the landing zone and right until you've crossed the next bridge. Keep moving right and you find the entrance just past the landing zone.

## CIVILIAN ZONE

Destroy all out-of-control anti-matter regulators, including those in the first Civilian Zone. Get away from the second by destroying the Control-Computer. The third mission sets you the task of finding the key from the base doorway. The fourth and final mission in the Civilian Zone demands activating the Crushing Machinery, before escaping into the security tunnel. All Civilian Zones contain similar keys — some can be destroyed while others must be avoided.



## CHOPPERS

Not only can the Choppers shoot you, as they strike the ground with their cannons, they also kill on contact. The best tactic's avoiding them, even if it means backtracking to get out of their paths.



## ANTI-MATTER REGULATORS

The Regulators are large round blocks with a spinning ring in the center. The only way of destroying them is standing next to the main body and firing your weapon at the ring. You cannot inflict damage by shooting diagonally to the ring — only if you shoot it at right angles.

Don't linger in the room with an active Regulator, as it becomes overloaded with power, firing projectiles in all directions.



## FIREBALLS

Fireballs can't actually kill, but inflict serious damage if touched. They fall at random, though, and increase if you spend too much time in one area. So, it's best staying on the move at all times.

## MAINFRAME COMPUTER

The Mainframe Computer in Level Two's located just to the right and above the starting-point. Head up to the terminal and let rip with your weapon, destroying it. As soon as you destroy the Mainframe, the whole screen turns red.

Because you know the anti-route before moving up the Mainframe — you're only a very short time to escape before the whole place explodes.



## CRUSH MACHINERY

The Crush-Controls are to the north of the building. Once you've activated them, go as far right as possible. Then down until you enter the small tunnel. Go to the end, discovering the deck lift to safety.

## SCIENCE ZONE

The first mission demands you activate the mystery Laser, shooting through the security door. The second requires you collect the red security key and negotiate the maze, entering the next mission. This is another Time Level in which you must find the second deck lift before the place blows. The fourth necessitates plugging the toxic gas leak.

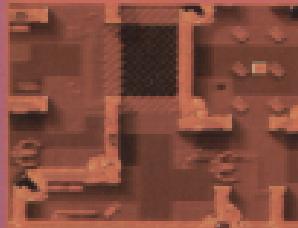


## Playing TipS!



### MILITARY LASER

The Laser's located in the top-left corner of the zone. Go into the room with the shooting Laser, point their projectiles and shoot the small pad on the wall next to the Laser, activating it. Once the laser fires, walk through the newly opened doorway. Go to the right and down for the deck-lift to exit the zone.



## TOXIC GAS

Armed yourself with a Flame-Thrower, the only weapon for plugging the leak. Go to the top-right corner of the level and hit the broken pipe. Aim the Flame-Thrower at it for a few seconds,炙燒ing the hole. Return to your start position, completing the zone.

## GENERAL SURVIVAL TIPS

One vital tip is running from a fight. If you're faced with an approaching alien, and your weapon isn't powerful enough, take flight. It not only saves you energy, it allows another shot.

As soon as you've found enough credits, upgrade your weapon. The one I'd avoid is the Flame-Thrower — it really isn't powerful enough to destroy the aliens.

Purchase a Remote Location Scanner as soon as you can. These are very useful when you're moving in circles as they reveal a map of the immediate area, allowing you to plan your route.

The general rule with alien warriors is ... if it moves, shoot it! All mobile aliens can be destroyed. The anti-guns and base emplacements, however, must be avoided. Keep moving at all times, going the guns less time to lock onto your position.

Use all ammunition sparingly, as it becomes very scarce on later levels, and it's not always easy finding a terminal and purchasing extra clips.



### INTECH CORPORATION

#### REMOTE LOCATION SCANNER



## Playing Tips!

# Lemmings Lifeline

If the letters are anything to go by, it seems many Lemmings -buffs are still struggling with brain-teasers in the labyrinth of mazes found in every corner of the game. This month, though, the Lemmings Lifeline extends to readers stumped by Oh No! More Lemmings — we've spent many hours solving Tome Level 11. As well as getting to the bottom of this level, we take the Lifeline a step further by solving Level 29 from the Fun Zone of the original Lemmings.

If you're stuck on any level in Lemmings, Oh No! More Lemmings or even Lemmings 2, then write to: Lemmings Lifeline, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.

Please remember to include the level you're stuck on, as well as the level password.

Sorry, but we cannot reply personally to any problems.

1

Wait for the first Lemming to walk back to the left. As he reaches the top of the red slope, turn him into a Builder. He creates a mini-bridge to the left, preventing the rest of the lemmies from dying.



## MUTINY ON THE BOUNTY

Oh No! More Lemmings  
Wild Level 11



## WORRA LORRA LEMMINGS

Lemmings:  
Fun Level 29

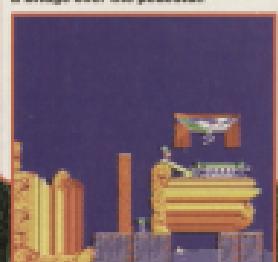
Lorra Lemmings test building and herding skills to the limit. If you keep calm and follow our solution to the letter, you reach the next level before you know it.

2

Convert the third Lemming into a Blocker, trapping the second Lemming next to the pedestal. Transform the scared Lemming into a Builder, constructing a bridge over the pedestal.

1

As Lemmings fall out of their hole, they walk to the right. Turn your first Lemming into a Blocker, stopping the rest of the gang swimming.



# Playing Tips!

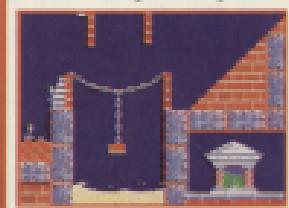
**2**

Transform the next Lemming into a Builder as he walks right, enabling him to smash a path through the brick-walls.



**3**

Lemming Three should be turned into a Climber to scale the steel wall and go to the chain-bridge on the right.



**4**

Change this Lemming into a Builder, halfway across the bridge. His construction work helps stop him and the others from falling into a sandy grave.



**5**

Allow your heroic chap to walk up the slope. But remember to arm him with an umbrella for his free-fall off the edge.



**6**

Following a safe landing, your Lemming struts right and turns around. As he begins his return journey, turn him into a Builder, making a bridge to the left.



**7**

When the bridge reaches the roof and he turns round, build another bridge to the right. Convert one Lemming in the main group into a Builder to erect a bridge up to the platform on the right, allowing your pals to escape.



**3**

Let the Builder drop down into the small pit and convert him into a Builder, breaking through the wooden gate.

**6**

As soon as you smash through the steps, change into a Builder, creating a bridge up to the wooden ledge on the left.



**4**

After he's hatched through the pole, make him smash through the next pedestal and the ground lying behind it.



**5**

It's time to use bashing skills again, breaking through the bottom of the broken stairs.



**7**

When you've smashed the large pyramid, barge through to the left until you're at the next block.



**8**

As your Lemming turns back, heading right, change him into a Builder, forming a zig-zag network of bridges up to the exit platforms.

**9**

Bash up the left Blocker, bashing the rest of the green blocks on their journey to safety and completion of the level.



Tired of Italian plumbers, blue hedgehogs and ninjas from the Nth Dimension? Check out Alfred Chicken, possibly one of the strangest games around. As with many platform games, it contains the obligatory hidden zones — finding them can be a real pain, though. Hence, our AMIGA FORCE Guide to Finding the hidden stages in the first three levels.

# ALFRED CHICKEN

**1**

Bounce up to the doorway at the top of the first screen and enter. This brings you out in another screen. Positioning Alfred right between a toy mouse and a springboard. Bounce your way right until you come to a dead-end wall. Jump against it and push right — if you've done this correctly, you pass through the wall and can walk right to another doorway.

You should find yourself in the first of the Bonus Zones. Pick up the telephone and jammer from the plane. Once you've collected the pin-up, the screen fills up with bonus cheese wheels.

Grab all the cheese pieces and go through the door, dropping into a room with four blue blocks. Step off to the left and bounce on the spring until you reach the highest point. A doorway appears in mid-air which you should jump into to find the hidden zone.

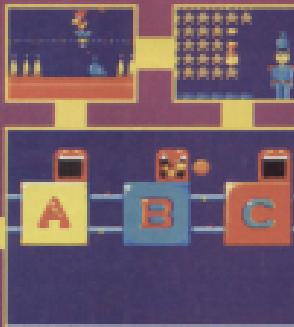


**2**

Move to the top right of the first screen, going left to the large toy soldier. Drop down to the soldier's feet, finding the next secret doorway.

Travel right to the exploding bomb. Jump over very carefully as you're starting next to it. Leap straight up into the air, revealing a hidden spring — jumping onto it catapults you into the air.

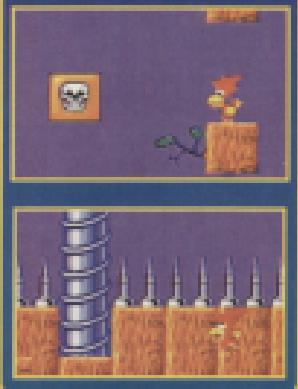
Bounce up the springs to the 'A', 'W', and 'C' blocks with the mounted doves. Doves 'A' and 'W' take you through to the next part of the level, while entering dove 'C' accesses the bonus room.



**3**

Jump up the large screens, reaching the doorway on the ledge above. Pass through the door and spring left onto the golden block. Leap across to the left, landing on the exploding blocks.

Stand on it as it blows up and keep LEFT pushed. You float down through the secret passage and spikes, entering the door to the next secret bonus zone.



# TIPS BITS

As you all know by now, this is the section of the mag written by the readers, for the readers.

If you're stumped by any part of a game, TIPS BITS, through either the A-Team or our army of readers, will endeavour to shed light on the problem. Don't hesitate to send us your acclimatising reader tips or any answers to questions raised in this forum.

Remember, the best tipster every month is rewarded with a free 12-month subscription to AMIGA FORCE (don't worry if you already have one, we'll renew it for you). So, send your tips and problems to TIPS BITS, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.

## EYE OF THE BEHOLDER

**Q** In Eye of the Beholder is a slight technical hitch we were unable to print the second part of the Eye Of The Beholder solution last month. For all you who've waited so long, here's the second part of Darren Jordan's solution.

### Level two

This level is littered with skeletons and zombies. If you want to avoid a fight, let your pyramid train there, and you can walk past unharmed.

As you enter this level, you're faced with three identical corridors with silver locks. On the ground is only one silver key. First, open the door to the south.

The crossroads you come across turn 90 degrees to the right each time you cross. At the west fork, the corridor ends in a 'travel' switch.

## Playing Tips!

Step through it. Find the other one and step through that. You enter a room with two zombies. There's no treasure, but it's good experience. Return to the crossroads.

The south fork comes to a dead-end with a floor panel. When you step on the panel, you hear a stone-grinding sound. Don't worry it's a secret door opening further in the sewer. Return to the crossroads.

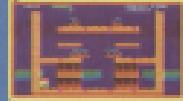
The east fork takes you to a small maze of corridors which repeat, you around. To avoid them, find the travel markers on the walls and step through them. This way, you avoid the traps and can reach the other side. There is a secret door at the end, and here you will find another silver key. Return to the level entrance.

Next, open the door to the east with the silver key entering an area of corridors filled with pits. Around the walls are various buttons to close them. With one you can see a floor-panel beyond. Throw something over the pit, hitting the panel and closing it. In this area you'll come across another silver key, and hear another stone-grinding noise. The ladder in here

## dynablastor



## mean streaks



## XENON 2

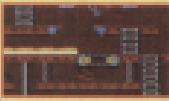
**XENON 2**

## WOODY'S WORLD

**WOODY'S WORLD**

THREE'S NOTHING  
WORSE THAN GAMES  
PACKAGED IN HUGE  
BOXES THAT ARE  
90% AIR - HOW BIG  
ARE OUR SHELVES?  
SUPPOSED TO BET  
THESE CHEAPY  
CHEATS WON'T  
EXACTLY FILL 'EM,  
BUT THEY'RE  
BARGAIN USEFUL ALL  
THE SAME.

## click or swim



## assassin



## lotus 2



## starblast



# Playing Tips!

levels down to a room underneath the pits. This is where you end up if you fall down a pit. Down here's a portcullis. Return to the level entrance.

Now use the third silver key to open the north door. As you step through, you see a corridor on the left that goes nowhere. This corridor opens slowly and it's what's replacing the stone-grinding noise. You could break here later.

Most of the doors in this area appear stuck. Force them open by clicking on the bottom of the door. If you fail to open it, have a few more goes. If you still fail, rest for a while, then try again. One of the doors can't be forced open so there's a dagger through it. You eventually find more treasures and hear another stone-grinding noise. Go back to the slowly-opening corridor mentioned earlier.

The corridors now fully open. In the room beyond, you find a stone dagger. It's not a weapon. It's a key for a magic portal found later on in the dungeon.

The door in this bottom-left corner can be opened by throwing a dagger through it. You'll come across an alcove filled with lights. On the

wall is the sign 'RATS' — Rapid Action Transport System. This teleport takes you close to the door in Level Three. Don't go through it just yet.

Next, you come to a door, beyond which is a room containing a button and an inscription saying 'ENTRY LEVEL'. This is a lift. To operate it, close the door and press the button. The inscription now reads 'CORRECTION FACILITY'. You come into a room full of prison cells. In each are two skeletons. There's the odd piece of treasure to be had in some of the cells. In the southern cell, the central track on one wall opens a secret door. This leads back into the room that's under the pits from earlier on. Return to the lift.

Left again brings you to the DEATH SICKCHAMBER. There are a few zombies and a door that needs forcing open. Beyond the door, you find a gold key. This opens the door to Level Three. Return to the lift. Using it again takes you back to the ENTRY LEVELS.

If you want to move onto the next level quickly, go back to the P.A.T.S., step through it, and go north until you find the door. Put in the key and you're off to Level Three.

If you want to explore a bit further, that's fine. Going the other way brings you into a maze with

wandering zombies.

To the left are a few rooms. To open the first door, place an object on the floor-board. In the room beyond are two doors. Behind each one are undead creatures. You can only open the north door. After the zombies are out of the way, you find a lever and a button. The lever opens the other door. The button seems to do nothing, but has opened up a new corridor in the maze, and has changed a few of the walls round. Use your map to avoid getting lost. You can now go down to Level Three.

## Level three

The creatures on this level are Fleets and Kukucks. Both can be a bit nasty. The Ruckus' last attack is a lightning-type spell. It's best to try to avoid it, even attack before they do it again.

If you go round to the rooms on the right, you experience moments of intense gas. When the computer says you feel sick, you have turned around 180 degrees. Just turn back round and carry on.

Going to the left takes you into the rest of the dungeon. First, you come across another P.A.T.S. If you use it, it teleports you almost to the end of this level. A good way, if you want, to skip it. But you miss out on all the fun!

## Dynablastster



A handy set of codes for those later levels:

- 3-1 MOYVOLSAH
- 4-2 ROCEDAMPU
- 5-1 POLOLSEEN
- 6-1 ROPVWHEAL
- 7-2 MAREWORP
- 8-2 MXAEPMYH



**Okay, stop whatever it is you were doing and pay attention! The cheats on these pages have to be cut out, so grab yourself a pair of scissors (make sure that your parents or guardians are present) and get snipping. Now store them all in a good place so that you can refer to them whenever you deem it necessary!**

## Parasol stars



Type CYMIX while playing, then press any of the following keys to access these cheats:

- G: Extra credits.
- X: Skip to next level.
- B: Enter human version.
- M: Gives you all three stars.
- K: Kills all the enemies.
- Use F1-F10 to skip to those levels.

## Mean arenas



To jump to any level up to 20, simply type the level number you require in the password screen.

## Woody's world



A few handy passwords for all you Woody fans:

AHJHEEAA,  
MODNAAGG,  
ODKMDFAPK,  
MPDONGAMP,  
MKDNGAIS,  
DIHMOACO.

## Xenon 2



Pause the game and type in RUSSIAN AIR. Unpause and use N to skip levels.

## Stardust



Enter the following passwords to help you further into the game.  
**CDSUAAAAMCL** — World Two completed.  
**CISUVAATAMOK** — World Two completed with lots of lives and weapons.

## lotus 2

### ELECTRONIC ARTS

Enter your password as TURPENTINE for unlimited time. Alternatively, enter the password as DUX to play a 'hidden' game.

## Assassin



Try typing in these names on the high-score table for a few surprises: ASSASSIN, SUPERFROG, ALIEN BREED, PROJECT X.

## Sink or swim



To finish the game faster, type in this code:  
**FIELDSOFOOM**.

The corridor after the R.A.T.S has a teleport trap, and you're teleported back to the end of the corridor. This seems to work only once, so try again. If it does it again, try walking along the corridor backwards or sideways. Once round the corner, search for the button opening a secret room.

At the next junction, go south to the door. In the room beyond are three silver locks. You should have a few silver keys from the last level. Opening any of them reveals a button. But, you should push the middle button to reveal a secret passage. The others aren't very pleasant to you.

On the map on the right is a small room. Outside is a silver lock. Round the corner is another silver lock. If you open the lock by the door, it opens, but also puts you in the middle of a group of Kudous who attack from two sides at the same time. Best not. Instead, open the silver locks round the corner. It will open the door, but only subjects you to one Kudou.

Eventually you come round to the room with all the drainage holes. To enter, place the gem you should have found, into the square hole. When you enter, to your right is a floor-pit with a rock. Step on it. This opens and closes some pits. More carefully walk round the room. There's only one route for you to take. You

come across more floor-plates. Stand on them. Basically, if you see a floor-plate, step on it. You eventually work your way round to the fissures. The floor-plate next to it helps you return to the door.

Rest on your map is a square room with a maze beyond it. Both are full of Pines and Kudos. There is also treasure in there. The room has a teleport area that moves you into another corner of the room. In the maze, you come across a set of human bones. These, too, become another party member at a later date. In the top-left corner of the maze is a T-shaped area. The corridor on the right has a secret door taking you beyond the lair room on the map.

The large room on the map is masked.

MUSCLE on the wall, and can only be entered from the door on the right. Inside are many monsters. They're not moving. You can walk past them to the other door. You notice these creatures underneath some of the monsters. To get it, you must kill the monsters. But, if you fight a Pine, all the silver Pines wake up and attack. The same for the Kudos. In the first section a Kudou quantity is shared. Killing the Kudou may be easy, but once you pick the shield up, all the other monsters wake up and attack. A tip's to walk your way to the other door and open it.

## Playing Tips!

This means you won't be trapped in the room, surrounded by monsters. Then, pick a fight with a Pine or Kudou. Once one type of monster's dead, wake the other monsters and kill them. You may need to rest between fights. The room is now empty and ready for plunder.

Through the final door you find the other end of the R.A.T.S.

After the long corridor is the area with above and dead-end branches. The above each contain a pair of eyes, with one eye missing. The dead-end branches contain blue gems which fit into the empty eye-sockets. Just put all the gems into the sockets. There are several contrasting responses showing you avoided the options. It's annoying, but you can eventually visit all the sockets after a little patience.

Once all the gems are in place, the north and south doors open up into a large room beyond. There's some treasure there and a choice of two ladders down to Level Four.

■ Thanks again for the excellent solution (Daren), hope to hear more from you in the near future.

### Populous 2

**POPULOUS 2**

### Rainbow Island



### John Madden



### CABAL



### Premier Manager 2

**PREMIER  
MANAGER**

### Alien Breed



### Disk Attack



### Just for Red October



### Lotus 3

**LOTUS 3**

### Alien Breed 2



### Hook



### Lost Patrol



# Playing Tips!

## PREMIER MANAGER



I am a regular reader of your magazine and I am wondering if you have any cheats or tips for the excellent Premier Manager 2.  
Jason Hanesman, Preston.

Well Jason, if you take a wee peek at the CUT-OUT 'N CHEAT section, you'll see that we have a handy little cheat. It was sent in by Mark Chapman from Torquay.

## BOB'S BAD DAY



Since purchasing Com's excellent game, *Bob's Bad Day Out*, I've been playing it relentlessly. As a result, I've managed to reach Level 70 and I would like to share the level codes with your many readers.

3-2BF9C1YPO

3-2BF9C1YCO

### Cabal

XXXXXX

Type SCHLIKA at any time, making the border flash. Now use F2 to skip levels.

### John Madden

ELECTRONIC ARTS

479ers fans should try these codes to take you all the way to the top:

Quarter-Final — 66622666

Semi-Final — 62722200

Final — 6672204

### Rainbow Island

OCEAN

To enter the secret room, collect the diamonds in this sequence:  
Red, Orange, Yellow,  
Green, Blue, Indigo,  
Violet.

### Populous 2

ELECTRONIC ARTS

When you are lighting on ground, press F1 and release the mouse-button. Lighting more coordinates will you press the mouse-button again. It costs nothing to carry out this cheat.

Enter your code on ADR: 9UCMCZCZDZTML for maximum experience in all areas.

### Hunt for red October

XXXXXX

If you're surrounded by enemy ships, simply save the game. When you restore it, all ships will've disappeared.

### Dalek attack

ADMIRAL

TYPE ROGER MOORE AND OLIVER REED WERE NEVER GOOD SINGERS.

If it doesn't work, try swapping the names around or entering JAMES BOND instead of ROGER MOORE.

### Alien breed 2

TEAM 17

Enter any of these codes on the password screen to boost your ratings.

EFFECT CODE

50,000 Credits T36353  
Level Skippiness M1  
243433

50 Keys for each player  
376828

### Premier manager 2

ORIGIN

Use any of the following telephone numbers to enter a hidden First Machine. The machine has different combinations giving both good and bad effects.

666410, 6663114, 2287799,

2269847, 666423, 781980,

Calling 0800899 allows you to contact the club secretary.

### Lostpatrol

OCEAN

This one takes a while to carry out, although it's well worth the wait. Wait for 50 minutes and for no loss of health your strength and morale is restored by a few points. This may not sound that impressive until you realize that this restores all of your remaining men to 99%.

### Hook

XXXXXX

Go to the Ball and Tackle shop and pick up the rag next to the candle. Repeat the pick-up in the space where the rag was and you'll get every item to complete the game.

### Alien breed 2

TEAM 17

Here are the all-important codes for the original version.

LEVEL

- Landing Pad PT 1 000654
- Landing Pad PT 2 726353
- Landing Pad PT 3 043433
- Landing Pad PT 4 071605
- Landing Pad PT 5 020000
- Corridor Room 1 211000
- Corridor Room 2 210000
- Corridor Room 3 202000
- Corridor Room 4 042823
- Misty Passage 041464

### Lotus 3

ELECTRONIC ARTS

Enter CU AMIGA in the code-box to enter a hidden game.

S. G. Lockley, Dunfermline.

■ Thanks for the codes Mr S and thanks for the *Wingin' Pig* cheats which we've included in our CUT-OUT 'N CHEAT section.

This month's subscription winner is S.G. Lockley for his ace Level Codes to *Bob's Bad Day*. Stay tuned — more next month! Our readers are demanding more and more tips and cheats as they grapple with the best in Amiga games. Don't hesitate to send them in — remember, it's your subscription to *AMIGA FORCE* is awarded to the tipster offering the best in the posting.

We are using lightning on ground to generate F1 and release the mouse-button. Lightning more coordinates will you press the mouse-button again. It costs nothing to carry out this cheat.

Enter your code on ADR: 9UCMCZCZDZTML for maximum experience in all areas.

# JOIN THE A-TEAM EVERY MONTH!

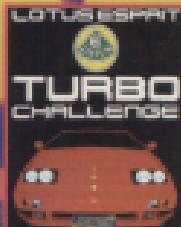
Subscription!

**H**ey! Do you want the good news or the even better news? Well, the good news is that from issue 8 (on sale 20 May), AMIGA FORCE will be published every 4 weeks! No more hair-tearing frustration, yearning for the latest, hottest tips. Now, it'll be hitting the streets **EVERY 4 weeks!**

The even better news is you can get AMIGA FORCE on a low-cost, recession-beating subscription. Not only do you receive 12 issues of the magazine for various Amiga gameplayers, you also get **THREE** great Gremlin games (total original value £21.95) for just **FOUR** pounds—what's brilliant isn't it?

## LOTUS ESPRIT TURBO CHALLENGE

Even more playable than its two classic sequels, this is the two-player driving game. The rollercoaster 3-D action is superb; the competition furious, as you bump and barge past the computer cars and into each other on obstacle-strewn tracks.



## THREEBIES!

### SWITCHBLADE

A cracking arcade adventure with the hero punching and kicking baddies galore as he searches for the fragments of a mythical sword. The innovation of showing unemployed spaces until removes the risk of backtracking in the extensive underground levels.



### MANIX

A fast-paced variation of the classic 2-D beat 'em up, this has you jumping around the isometric 3-D blocks to change their colour, requiring a combination of quick thinking and arcade reflexes.



### BUT I'VE ALREADY GOT ONE!

However, we realise that some of you dedicated gameplayers may already have one (or more) of the three free games. In this case, you can subscribe — without getting the games — for a special discount price!

Make your choice (games or not, tick the relevant box in the coupon, fill in your details and send it to Eurospex Direct (not the AMIGA FORCE editorial office). And may the FORCE be with you...

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PRICE OF  
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## I WANT TO SIGN UP!

I want to join the rapidly growing **AMIGA FORCE** army. I understand I must be of sound mind and prefer purely games reviews and tips — and no blokes' talk. I don't have an attitude problem and I can't wait to get my hands on the expensive equipment every game needs: that's 12 issues of **AMIGA FORCE**, please!

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### Q&A

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